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Cover: Jet Riddle

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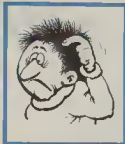
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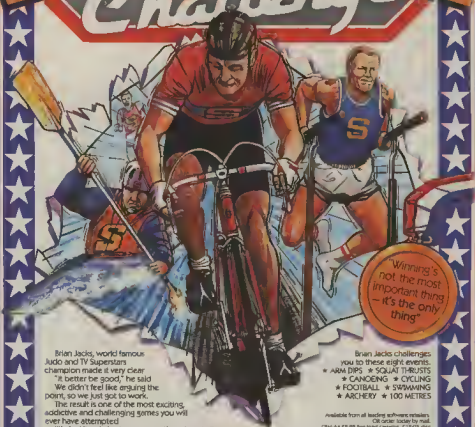
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Game of the Month
Starstrike

BRIAN JACKS SUPERSTAR Challenge



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FULL OF HIGH SPIRITS!

Dear Sir,
I am writing to inform you that I have won the Activision game *Ghostbusters*, after just a day of continuous play.

When you win the game it congratulates you on closing the Portal of the Spuit World and gives you a reward and you hear ghosts scream. I wish to compliment Activision on bringing out a game which was sure to be a Christmas hit.

The graphics in the game are superb, as is the sound, and the speech is amazingly human. I would suggest that anyone with £10.85 to spend should rush down to their local computer dealer and purchase a copy of the game.

Incidentally with my reward I ended up with £23,000 dollars in the bank. *S Merryweather*
Waverley

PS Could you tell me whether I am one of your first readers to complete *Ghostbusters*?

Editor's reply: You are the first we've heard from, Mr Merryweather!

GHOSTBUSTERS GETS BUSTED

Dear Sir,
I do not know if I am the first to do so, but I have completed *Ghostbusters*, by Activision. I achieved this on 26 December at 6.40pm.

My total amount of money was £29,600 with an account number of (if you wish to print it) 26425900.

I will send a photo of the final screen to you as soon as it is developed, but in the meantime here are

some tips. Don't worry about Roamers too much at the start, they are very slow. Always set a 1963 Hearse with Ghostbait, image intensifier, three traps and a Ghost Vacuum. When PLC energy sets to around 8000, keep your finger on the B key as the Marshmallow Man may begin to form.

Here's how to get into 2002. Move your *Ghostbuster* to nudge up the screen and position him at the centre of the door. As the Marshmallow Man is on his way back from the night, go in. *James Mitchell*
Landfield
W. Sussex

PROGRAMMING HINTS FOR THE TI?

Dear Sir,
On behalf of all the Texas owners in Australia I would like to congratulate you on your fabulous magazine. Your support for the TI continues undaunted and the quality of your magazine never falters. One suggestion — how about putting in some TI programming hints?

Also, one thing that really chases me off is that the variety of software for the TI and other computers is not constant throughout the world. Why? I really become annoyed when I read software reviews for TI games which I have never seen or heard of in Australia.

In this age, when one can travel from England to Australia in less than 24 hours, why is it that it sometimes takes software six months to travel the same distance?

Keep up the good work and support for the TI. *Antony Reynolds*
Sydney
Australia

SCORING HIGH ON ARCADIA

Dear Sir,
A day or two ago I was reading my way through my old copies of *C&VG*. As I read the mailbag of your September issue, I found that Alan Webster of Gullane had scored 203 points on the first sheet of *Arcadia*. He also stated: "How about letting everyone hear about this challenge?"

Well, I looked into the far corners of my video games cupboard and found a certain game named *Arcadia*. I loaded it into my ZX Spectrum and started to practise zapping the green meemies. I found that it was a very difficult task to get a high score on the first sheet, but I managed to get a score of 213 on that number one sheet. How about letting everyone hear about THIS challenge?

Danny Lewis
Stoke Oxford
Bristol

EUREKA! WHAT A LET DOWN

Dear Sir,
After reading the review on *Eureka* from Domark Ltd, I decided to buy it — well actually the £25,000 reward had a more than partial influence in my decision. However, I can only describe the game as disappointing for reasons which I will now explain.

First, the arcade game that preludes each *Adventure* is of poor design. The colours are such that it is very hard to see the character you are controlling and the characters you are avoiding. Also the instructions say that the object of the game is to collect flashing objects and

return them to base, but the instructions fail to say where base is. Later I found base to be the place where the character you control first starts off, but again the colours are such that when the game starts you are left frantically trying to locate your character while it happily wanders off, careering into the other characters and losing energy due to the fact that the character is constantly moving. When the game starts, you lose track of where he starts, so you lose the base.

Another annoying feature is that when you pick up an object by moving next to it and pressing the fire button (assuming you have a Kempston), the character pauses for around three seconds but the other characters keep moving.

But the one thing that really shows the IQ of the designer is the lack of a save game feature during your *Adventure*. This reduces the game's appeal by making it a challenge of patience instead of puzzle-solving and logical thinking which are the essence of *Adventure*. Being made to restart an *Adventure* from scratch after half an hour of play is not my idea of fun. Two features would have made the game a lot more playable and these are:

A) A save game feature for the *Adventures*.

B) A better joystick/keyboard routine for the arcade section, by which I mean, instead of the character constantly moving, you should have him move only when you keep the joystick pushed in the direction you wish to go, and when the joystick is released or the keyboard is inactive, the player will be motionless.

I can understand the author's reluctance to dish



out 25,000 quid by adding these problems, but when I bought *Eureka* I expected the puzzles to give me the problems, not poor design.

One more point before I bid you farewell is that the graphics are described as "innovative" in the review, but careful examination reveals that when the graphics are drawn halfway across the top of the screen, the next half is either a mirror image or exact copy. Now this is excellent in saving memory but is disappointing to look at. The "cameos" therefore are so called because it is not possible to draw a "wide screen".

presentation using the mirror image of itself. Anyway, after getting that off my chest, I think it will be a long time before the prize is won. If, however, it is completed before the closing date of 31st December 1985, I think it will be by an unemployed insomniac. *Darren Evans*
Worsley
Manchester

DIFFICULTIES WITH DANGERMUSE

Dear Sir,
Having just bought *Dangermouse*, I have found that it is impossible!

On the easy game, I have saved the world about three times, but on the fourth time it is impossible. The game only gives you about 3 1/4 minutes (which is actually only about 1 1/4 minutes) to do the three chapters in. When I got to the fourth time of saving the world, I didn't get off the first chapter. I still had 1962m to go when the time ran out. The game graphic wise is good and I liked the little questions which they gave you to fill in.

I can't wait till more *Dangermouse* games are in

the store. One thing I don't like about the game is that there are not more game varieties. There is only the hard game and the very easy game. Another thing is that on the easy game you don't get a bonus even after getting past saving the world three times.

Robert Kilman
Bradford

Editor's reply: Can anyone help Robert in his quest to "save the world"?

HIT LIST FOR THE SPECTRUM

Dear Sir,
I think it is a great idea to have a top ten worst games and here is my list for ZX Spectrum:

1. *Mad Martha* — Mikro Gen
2. *Jumping Jack* — Imagine
3. *Mr Wimpy* — Ocean
4. *Nightlife II* — Hewson
5. *Nightlife* — Hewson
6. *3D Space Wars* — Hewson
7. *Space Raiders* — Pson
8. *Gobble A Ghost* — CDS
9. *Tank* — DK Tronics
10. *Centipede* — DK Tronics

Marin Cooper
Eastbourne

JET SET WILLY BITES THE DUST

Dear Sir,
As *Jet Set Willy* has been solved, I thought your readers would be interested in the following program for the Spectrum version. It gets rid of all moving objects (apart from arrows), allows you to fall from any height and gives you unlimited lives.

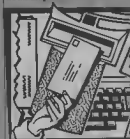
First, rewind your tape and type: MERGE"" and start the recorder. Once the first program has loaded, stop the tape and

type NEW Then type in the following program:
10 CLEAR 32767. LOAD
"" CODE

20 FOR A = 43780 TO 45823: POKE A, 0: NEXT A
30 FOR A = 45800 TO 49151: POKE A, 0: NEXT A
40 POKE 36477, 1: POKE 35899, 0
50 RANDOMIZE USR 33792

Once completed, RUN the program and start the cassette recorder. Once the machine code has loaded, there will be a fairly lengthy pause as the program above is carried out. Once it has finished, carry out the game in the usual way. If, during a game, you get into the endless loop in which you keep losing lives then press CAPS SHIFT and BREAK and the game will reset.

I'm sure your readers will find this program very useful.
Bryan Edwards
Southampton



BUT THE BUGS ARE IN THE CELLAR!

Dear Sir,
Who do Software Projects think they are? Here I am, a proud owner of a CBM64, laughing at a puny little Spectrum owners because their programs are so bug ridden, laughing mostly at the notorious *Jet Set Willy* and its attic bug. I tell my Spectrum-owning friends

that CBM64 programs are faultless, but what happens? You've guessed it. Software Projects release *Jet Set Willy* on my machine and I find, to my sheer horror and disbelief, that the CBM64 version is also impossible to finish. Not because of the attic this time, but the wine cellar. Yes that's right, you can't get to all of the objects.

Someone should do something about these fiends! I've wasted my breath but, most of all, my hard earned cash.

Yours Angrily
Steven Cranston
London

PIRATES MAY WALK THE PLANK

Dear Sir,
I write on the well-worn subject of computer program piracy. I do not wear an eye patch or have a parrot. Neither do I indulge myself in "yo ho ho" and "shiver me timbers" or other such pirate-type phrases, but I am unashamedly a pirate.

In my possession I have captive a humble Acorn Electron which I feed various pirated programs. To be sure, I do, somewhat regrettably, own some original, uncopied, dare I say it, Purchased Software, amongst which one may find the legendary *Elite* which is not practically copyable.

Downheartedly I forked out the exorbitant sum of £12.95 for the aforementioned program. This seems like Blue Beard actually paying for a gold sovereign, but one must lower oneself occasionally, even if it is to the benefit of some megalomaniacal organisation. All the remainder of my unpurported software has not robbed my pocket (treasure chest?)

because it was donated by various fellow seamen. These have, of course, been copied and distributed to those of my associates who also own an Acorn Electron.

Yes, sir, I am a pirate. Hang me from the gallows if you will, imprison me within the walls of Copyright Laws and leave the software houses laughing (all the way to the bank, I have no doubt at all), cutting me off in my prime. Sink my merry ship of crime. Yet with my last dying breath I would sing the praises of Mastertronic who, next to C-Tech, write some of the worst commercially available software, at a price which makes it superb and wonderful to behold, and even a word or two of praise to Firebird, good old BT's spin-off, who appear to be producing the software at an almost reasonable price.

It is these, sir, that will bring about the death of piracy. Threats and laws have no such effect upon hardened pirates such as myself, but lowered prices are a definite threat to the future of my beloved life. And so, I sail away into the troubled sea of piracy, armed with my supply of blank C-90s and tape-to-tape recorder, wondering if my days may be yet numbered by dreaded lowered prices. Will it no longer be profitable for me to rob the cursed software houses, to nip off the hard-working authors, to deprive them of their much earned royalties?

Alas, fellow pirates, the pirate's life may soon be over, so make the most of our (possible) last few days of law breaking.

Black Bull
(alias Graham Peel)
Leeds

WHAT ABOUT ALL THE OTHERS. ?

Dear Sir,
I am just writing to give my views on your comments about the game *Raid Over Moscow* in the December issue of C&VG.

Having recently bought it for my Commodore 64, I have to agree with you on the point that it is a superb game

Nuclear war is horrific but quite a few other games have been made on the subject. A prime example of this is *Missile Command* which, although it says that you are defending another planet, it is quite obviously American vs Russia or NATO vs Warsaw Pact. Another example is *Avalon Hill's* game called *B-1 Nuclear Bomber* in which you have to pilot a B-1 through Russia's defences and then destroy your pre-selected target. *Avalon Hill* also make a game called *Nuke War* in which you decide what strategy of defence to take, such as build ICBMs or build shelters. There is an Artec game for the Spectrum in which you have to survive after a nuclear war. And what about Creative Sparks computer version of the film *WarGames* which is entitled *Computer War*? In this you have to stop America's missiles being launched accidentally against Russia. As well as these games, there are about a dozen more games involving nuclear war. I didn't see any criticisms about them.

The whole object of *Raid Over Moscow* is to stop America being obliterated by Russian nuclear missiles. Nothing wrong with that, surely? Destroying the Russian defence centre at the end of the game is done only to ensure that Russia cannot launch any more missiles. It's not as if the Americans stop Russia launching her missiles and then obliterate Russia with their missiles because they, as the instructions explain, were dismantled in accordance with the SALT treaty.

The topic of the game is more defensive than offensive. Protect America by destroying installations vital to the Russian missiles. If the game was more on a "nuke Russia to hell" idea then I certainly wouldn't have bought the game and would agree with you.

The game is marketed by US Gold which is, as is suggested by the name, an American company. The fact that the two countries involved are super powers is quite important. You could hardly have a game

in which your sole objective is to destroy the Canary Isles' missile systems or some other equally unrealistic objective. Perhaps we should put the political questions aside and enjoy what is a superb game.

Finally *Raid Over Moscow* is a game — a simulation if you like. It does not say that nuclear war is pleasant. This game doesn't make nuclear war seem any less horrific than it already is or any more imminent.

Paul Wilkins
Surrey



...AND WHAT WILL THE CHILDREN THINK?

Dear Sir,
I have been a regular reader of your excellent magazine since issue one in November 1981, when I owned a sharp MZ-60K. Since very few commercial programs were available, I typed in all of your games.

In July I traded my Sharp in for a Commodore 64 and continued to purchase your magazine for reviews. I saw your exclusive review of *Raid Over Moscow* and bought the game. It was better than I had dreamed — much better than the excellent *Beach Head* which was my favourite game.

Anyway, I would like to say that I cannot agree with the editorial comment as the nuclear weaponry involved in this game is being stopped and thus must be good as children will think that nuclear weapons are evil.

I would also like to point out that only three levels exist and not the five you stated.

Please keep up the good reviews as it is these that help my friends and I

choose the best games.
Mark Haydn
Dunfermline

A QUESTION OF COPYRIGHT

Dear Sir,
I know that if a copyright is on a game, by law you can't copy it. But if a firm goes out of business does copyright still exist?

Mark Rayson
Cumnor
Oxford

Editor's reply: Yes, Mark, the copyright belongs to the author of the program.

A MEASLY HANDFUL OF ACORNS!

Dear Sir,
You are doing it again — severely neglecting the poor old Acorn Electron! You have reviewed a measly handful of the dozens of decent Electron games. Even the BBC games you review have flaws, the major one being that your reviewers do not seem to check if that BBC game has an Electron version (eg *Elite*). Charts are also biased, with games such as *Elite* and *Blogger* unmentioned in the Electron column when they really should be! Any Electron owner would think that there was no software for his machine when there was really a game at number four for it.

Please, please mention Electron software. Magazines such as yours could take a machine like the Electron off the market by reviewing only the bad games and mentioning nothing of the others.

M. Latham
Stoke-on-Trent
Staffs.

THOMPSON TWINS ARE GREAT!

Hi, there everybody at C&VG!
I would like to thank you very much for your great Thompson Twins Adventure program. Today it arrived, after I had given up hoping it would ever reach me. It's great and I enjoy playing it. I regularly read your fantastic games magazine and I think it's the best in the world. I particularly enjoy the very interesting games reviews with the clear valuation.



I also want to thank you for your great Yearbook 1985 especially *Teachery* for the 64.

I have a question. Is it possible to order your good looking Christmas Adventure after 30th November? I would like to order it, but your December issue arrived so late here that the date was over.

Jan Kahmann
Schwerte
West Germany
Editor's reply: Unfortunately we can't carry the offer on after November, Jan. Maybe next year!

COMMODORE AND VIDEO GAMES?

Dear Sir,
I am writing about your software reviews because most of them are for the

Commodore 64 and Spectrum. Your magazine should now be called *Commodore 64, Spectrum and Video Games*.

Most Commodore 64 games are available for the Atan, but you only ever print the Commodore 64 version. WHY?

In your November issue all but two reviews were for the Commodore and Spectrum and the other two were for the BBC. Also when are you going to put some more listings in for the Atari, as there have been none for a few months? Apart from that, *C&VG* is one of the best magazines available. Thank you

Carl Masetti
Powys
Editor's reply: If you look through your hack copies Carl, you'll see that we devoted three whole pages to Atari games in the

recent past. Your point about Atari versions of Commodore games being available is a good one. We'll try to include those details in our reviews.

THESE ARE THE REAL PIRATES!

Dear Sir,
I have over 20 copied games which I wouldn't have thought twice about buying. If I had bought the games I have copied I would have had to pay a sum of £120 or more. I can't afford things like this. I'm sure many people would agree with me about this.

I have also dished out over £20 on original tapes. People like me aren't the pirates, so don't get on at us, but at the real pirates who are copying them to flog them off to someone

at half-price for their own profit.

Mark Dowds
Cumbernauld

BRING BACK THE BUGS!

Dear Sir,
I am complaining about something that was missed in December's edition. The thing is that I looked down the contents and didn't find what I was looking for. No prizes for guessing. Still wondering? Here's the answer to the brain boggling question: THE BUGS.

What ever happened? You shall be shot at dawn! Gareth Jones
Portsmouth
Hants.

Editor's reply: We're giving the Bugs a rest for a while, Gareth, but watch out for something new coming your way!

CALLING ALL PEN PALS!

The image most people have of a real computer nut is of a haggard figure who spends hour after lonely hour hunched in front of a TV set attempting to be the first to solve the latest hit game. Now your favourite computer games magazine is offering a unique chance for all those people to get in touch with each other.

If you see a letter from someone you'd like to get in touch with, write to us and we'll forward your note.

Mall it to us at *Computer & Video Games*, Pen Pal Page, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Dear Sir,
I have a little problem. Everyone probably knows Thor's game *Jack and the Beanstalk*. My problem is I can't get through the second screen, I have tried nearly everything, but I just can't climb any of the bricks at the bottom. If anyone knows what I should do to get through that screen, please write to

me, using the address listed later in this letter.

I own a 48k Spectrum and I would like to write to an English Spectrum user. Anyone who wants to write to me should use this address:
Arild Bjørk
5840 HERMANSVÆK
NORWAY

At last I want to say something about *C&VG*. I

think this computer magazine is the best on the market today. The best part of the mag is the software reviews.

Thank you for a great magazine. Continue with this excellent work.
Arild Bjørk
Hermansverk,
Norway

Dear Sir,
I am interested in how people are faring with their Atan computers overseas. I would like to make contact with Atan clubs in England to swap programs and ideas. Any interested people or clubs can contact me through *C&VG*. I am a student in the Royal Australian Air Force, currently studying electronics with emphasis on microprocessors, and have done several modifications to my 1050 disc drive and 800XL computer which I would like to share with others.

I have been playing *Dallas Quest* and have struck a halting problem, I cannot get past "chugalug" Jones's trading post, ie, I can't find the flashlight to search the basement of the store, so any tips on this would really be appreciated.

I would also like to tell all those Kung-Fu champions of a flaw in Bruce Lee. Make sure that you are well clear of walls when jumping off a ledge or you may end up stuck in mid-air.

I have several favourite programs that I play regularly to improve my scores, so let me know how you other readers of *C&VG* fare on games like *Decathlon*, *Summer Games*, *Trains* and *Bannercatch*.

I hope to hear from British Atan Clubs soon! Steven Lomas,
Victoria,
Australia



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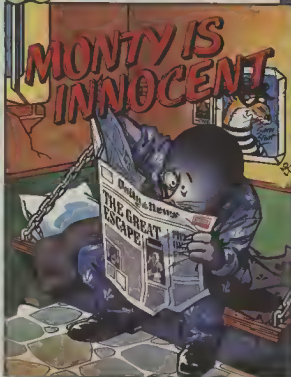
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**IF YOU
GREMLIN
WHY**

SAM STOLT SAFE-BREAKER



At the dead of night Sam leaves his lair and makes for the large houses where, with the aid of some everyday tools and a good measure of cunning, there are wealth and riches for his delight (not to mention his pocket). It couldn't be easier. . . sneak into the house, find the safe; light the blue touch paper and stand well back. Then out into the night with the ill-gotten gains! But Sam has reckoned without one or two adversaries who are more than a little determined to get the better of him. . .

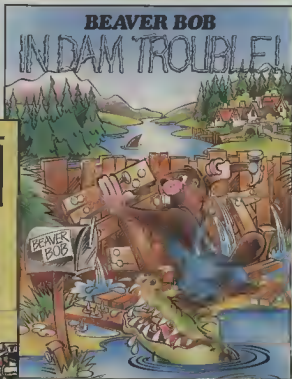
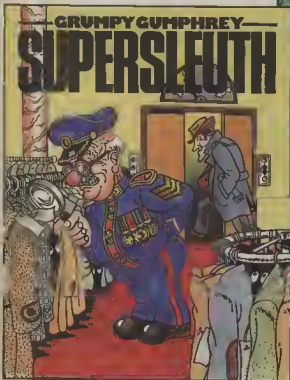
A cry of national outrage! Poor Monty banished for life amongst murderers, arsonists, the lowest of the low. Fear not, this Mole is innocent, and plans are in hand to rescue your Superhero. Who is the mysterious masked rodent willing to challenge death for his lifelong friend? What are the evil forces working in Scudmore Prison?

OTHER GREAT TITLES FROM GREMLIN:

Suicide Express	CBM 64 £7.95
Monty Mole	CBM 64 £7.95
	Spectrum 48k £6.95
Potty Pigeon	CBM 64 £7.95
	Spectrum 48k £6.95

YOU'VE NOT GOT THE CLUES, YOU DON'T KNOW WHAT YOU'RE MISSING!

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G·A·M·E·S N·E·W·S



CHIPS COMPLETE ELAN MENU

Now that Enterprise's graphics chip is working, the long-awaited Elan games computer should be making its appearance in your local shops now.

The £249 machine was originally announced in September 1983 and, after subsequent announcements in April and September of 1984, Enterprise admitted at the Personal Computer World show in September that the machine wouldn't be ready until after Christmas.

The finished result should be a main competitor to MSX machines, with most of the initial software coming from Quicksilver. By March, Intelligent Software will have launched a dozen programs and a further 18 will appear from other companies, with prices expected to be around £7 a go.

One such game is Intelligent's *jungle jim*, a maze game (all Intelligent's games are written in machine code).

Based around a macho Tarzan type, whose ladyfriend is captured by headhunters, the game is said to be quite gruesome. "People who like tasteless things would really enjoy it," said Keith Elliot, Intelligent's software editor.

Nightmare Night will be their first Adventure game, with the sound offering clues as to what's going on, while *Space Convoy* entails acting as master of the fleet, searching planets for various materials. *Heart Attack* promises to be a good laugh — you are supposed to shrink to the size of a microbe before being attacked by various things in the bloodstream.

As if this weren't enough, you are also responsible for repairing the heart and controlling other diseases in the body, too.

Once you've recovered from all this exhaustion, you could try out Quicksilver's bestsellers, which they are converting for use on the Elan (otherwise rudely known as "The Flan").

The Basic for the machine will come on a 16k cartridge and is said to be faster than that of the CBM64 and Spectrum, although a little slower than the BBC's. Also, the ROM has been increased to 48k.

The fact that the Elan has networking capability should be a great source of fun and games. Already, a dungeons and dragons game is being developed that can network up to 32 different players in various parts of the country — watch this spot.

ETHIOPIA APPEAL!

C&VG is appealing to all those with a social conscience to think about the crisis in central Africa, where famine continues to threaten many thousands of people. The famine is spreading in large numbers — not just in Ethiopia, but in surrounding countries too.

We're asking you, our readers, to send us any (unpirated) software you no longer want which we can use to raise money for those people. We're also looking for cash donations, as well as your ideas on raising further money.

So look through your cupboards and under the bed. Take a scrabble through the dust and see what you can find.

FACELIFT FOR ATARI

Having set up shop at Atari, where 10% of head office employees are ex-Commodore people formerly caught up in the notorious 1984 shake-up, owner Jack Tramiel is making soothing noises to the British home market.

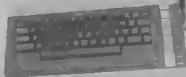
In the process of raising a cool \$150,000 to rejuvenate Atari, Tramiel — founder and former head of Commodore — says he will do for Atari what he did for the latter.

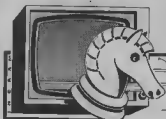
As you'll no doubt remember, he slashed the price of the 800XL from £169 to £125 in time for Christmas, declaring: "We're producing for the masses, not for the classes."

A re-launch of the XL range is

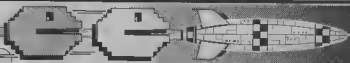
planned for next month, and this will be followed by Atari's first business machines. A £300, 16 bit offering will be unleashed in the summer with a 32 bit version following on in the autumn.

Despite this, Tramiel remains adamant that he will be faithful to the games market and intends much of the new Atari software to be written in the UK. On the subject of AtariSoft, though, he wasn't so convincing.





G·A·M·E·S N·E·W·S



Statesoft freeze-up!

Statesoft, the company that launched the best selling American game *Boulderdash*, has a nifty anomaly in store for computer addicts with their newest game — *Jeicle Werks*.

Yeah... I know, yet another damn *Pengo* game. But, apparently, *Jeicle Werks* promises to be an original and successful game in the world of its forerunner *Boulderdash*.

Your task in the game is to burrow through ice floes in search of the pieces of a dismantled machine. On your travels, you'll have to keep an eye out for

snowball avalanches, which come rushing out of nowhere to bury you alive.

Statesoft are also releasing a Commodore 64 version of the fantastic BBC game *Frek*, written by Aardvark Software. Other Statesoft conversions are *Battles for the Spectrum* and *Jeicle Werks* for the MSX computer and the Spectrum.

All the programs should be available from the beginning of February, costing £7.95 for the Spectrum and £8.95 for the Commodore.

SPECTRUM GOES FOR A HIKE!

The highly successful *Backpacker's Guide to the Universe*, a three part graphical Adventure, is to be followed up by a new and improved version for the Amstrad computer.

Backpacker's has already sold almost 30,000 copies in its first month on sale for the Spectrum. Fantasy Software are confident that the Amstrad game will be a great improvement. Paul Dyer, director of Fantasy Software, said of the Spectrum, "We couldn't display everything we wanted on the screen" and added, "the Amstrad's more advanced facilities will give us lots of scope for improving and changing *Backpacker's*".

Unfortunately, the game won't be available for the Commodore 64 in the foreseeable future. "The competition is too tough. You have to give everything you have to succeed in the Commodore market, something we're not willing to do," claimed Dyer.

The first part of the *Backpacker's Guide to the Universe* will be on sale towards the beginning of March and will cost £7.50.

GOOD CLEAN FUN!

At last — an Adventure game that entails running off with somebody's clothes! But things aren't as kinky as they sound and this book/software package promises a good (clean) laugh for those with a wicked sense of humour.

Written by author and playwright, Marc Peirson, *The White Feather Cloak* is based around a poem involving the cloak's theft.

The story involves two gnomes, Borin the Bold and Grimbale Grimbale runs off with the king's white leather cloak while beastly Borin gives chase. He does get kidnapped en route but, undeterred, he finally retrieves the thing and runs off thinking he's killed Grimbale. Not a chance! Grimbale isn't dead and he comes back to seek revenge. He kidnaps Borin, holds him to ransom for the cloak and then the quest to release poor Borin begins.

Produced by London publishers Dorling Kindersley, this package should be around £12, initially for the Spectrum 48k and later the CBM 64 and Amstrad.

DESIGNER OF THE MONTH

NAME: Hanan Samara

BORN: Bagdad, 1955

GAMES: Special Delivery, Jinn Jenie and Spectrum Boulder Dash conversion

Female games programmers are thinner on the ground than female games players. Apart from Carol Shaw at Activision, the only active female programmer we've discovered is Hanan Samara, the brains behind such games as *Special Delivery* and the recently released *Jinn Jenie* for the CBM 64.

Hanan's background is in maths and operations research — but now she runs her own software company called Dalah Software.

Hanan came to England from Bagdad in 1970 and her most recent job was with Thorn EMI where she worked for over two years before leaving to start her own business.

As well as bringing out *Jinn Jenie*, which is being marketed by Micromega, Hanan has worked on the Spectrum *Boulder Dash* conversion which we've already raved about in earlier issues.

Hanan is an Atari fan and likes to program on that machine — *Jinn Jenie* was originally written for the Atari.

She is quietly confident about the next year. "The games industry is growing up.



It's gradually becoming more like the movie business. You need a graphic artist, sound experts and a couple of programmers to create a game these days. You've really got to get your act together in order to succeed."

Favourite Food: Anything Arabic.

Favourite Drink: Scotch and coke.

Favourite TV Programme: I don't really get much time to watch TV. But I really like cartoons!

Favourite Computer Game: Boulder Dash.

Countries Visited: Middle East, USA, Europe.

ATARI

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G·A·M·E·S N·E·W·S



PSYCHEDELIC FREAK OUT, MAN!

I·N·B·R·I·E·F

Creating moving patterns on your telly screen to match your favourite music is the latest brainwave from Jeff Minter, Pink Floyd fan and owner of Llamasoft.

Psychedelia, as it has been christened, is a light synthesiser for the CBM64, Vic 20 and CBM16. The CBM64 version is more expensive at £7.50, while the other two are £6. It consists of a set of instructions that you use with your micro, but if this sounds like a lot, don't be deceived. The program looks like being one of the greatest entertainment programs ever and it must be only a matter of time before hordes of people copy Minter's idea.

Even barn cynics will be impressed — I was. In fact, I went off and raved about it for WEEKS...

You can create the most beautiful patterns in 121 colours that are guaranteed to win over all those micro-hating people out there. Basically, you program the shapes to match your favourite music and the end result reminds you of a once much-used phrase — "hearing colours and seeing sounds".

Just store the shapes and their colours and, if your habits are similar to Minter's, you can even get flashing llamas and CND signs.

Minter himself sees it as the best way to get your own light show off the ground. "A flippin' baby could sit there with a joystick and still make something nice out of it," he says.

Conversions for the Amstrad, Spectrum and Atari will be out any day now.

As usual, lots of new games are out for the Commodore 64 with some being available on other machines too. *Kingstaurus* and *Capitan Straight*, both £6.95, are out from Hawk with *Kingstaurus* featuring Sa Lugares, the court assassin and the evil Andras (a wizard, not an extra card).

Tymon's *Gandalf the Sower* comes on disc for £14.95 or tape for £9.95, and *Superhero's Kev-Katz* carried around a public lot in Cleethorpes in £5.95. The makers promise it isn't obscure.

On an entirely different note, for the disco freaks among you, is *Great Fever* from Interceptor Micros based around a disco dancing competition, as well as *Big Ben*, a complicated Adventure game. Both are £7.

Spectrum offerings this month include *Perfidy* at £8.99 and *Beastwielder* at £7.99 both from Actionman while *Larry Jones*, a great success on the CBM64, has been made available for the Spectrum by Turnant Software.



Larry's behaviour is pretty terminal too. The latest shenanigan is the hotel business, he plays games in the 18 hotel rooms instead of clearing them. Naah, eh? The game will set you back £8.95 and will soon be released on Amstrad and MSX machines too.

At last! Software for the QL continues to trickle out, this time in the form of *QL Cluser* on microdrive for £19.95.

Poon have also been busy getting out *Saloon Sally*, this time for the BBC a rowdy story of saloon brawl and Strain Bath are £7.95.

CBM16 games now out include *Fight Zero One Five*, £5.95 from Craig Communications (they follow us to *Fight 015* for the Vic 20), and *Amrog's Skramble*, a space game also available for the Plus 4, for £5.95.

MSX fans take note — Toshiba's X16 more has dropped from £279.95 to £239.95, and a three year extended guarantee is being offered on all purchases until the end of March.

MSX games from Duckstave include *Games Designer*, *Anti Attack*, *The Snowman*, *Ringhoo* and *Frank*, all conversions from the CBM64 and Spectrum.

PLAY FOR LIFE

Traditional playthings that encourage creativity and "love for all life" are the name of the game as far as Play for Life is concerned.

If this sounds rather twee, why not stand back and ask yourself if you really feel fulfilled zapping aliens all the time.

Play for Life is an organisation which numbers the Peace Pledge Union and Ecology Party among its members. It offers computer games among its wares but, unlike the norm, these are based on co-operation rather than competition. Mostly for the CBM64, Spectrum and BBC, some let you create pictures or music and titles include *Musickmaker* and *The Snowman*, by Raymond Briggs.

The company's catalogue, pitched at people aged between five and 12, makes great reading with lots of original and old fashioned things like paper aeroplane pads that give instructions for eight paper planes. Other things include an origami pad, liddlywinks, Fun with Magnets, Stills and even the Fish and Bead Puzzle.

Contact Play for Life at 31B Ipswich Road, Norwich NR2 2LN (Tel: 0603 505947).

COLECO ARE LEAVING THE COUNTRY

The gradual demise of the dedicated video-game machine continues with the announcement that Coleco — manufacturers of the ColecoVision video-game machine and the Coleco Adam computer — have decided to pull out of this country.

There should still be some software about as the Hyde Park Clothing Company is reported to have taken delivery of 160,000 games cartridges and 40,000 consoles. Presumably they will be able to supply off the peg games!

But never fear. Those of you with Atari VCS machines languishing under your beds will be able to enter a very special software competition in this issue of C&VG.

Just turn to page 91.

STOP PRESS

Despite Christmas rumours that Sir Peter's Sir Dave Slicker and Ben's Dave Curry have been leaving the staffing cut at each other in Cambridge west bars, trusted C&VG specs report that the pair have since been playing in together at one or two parties and generally behaving like the best of friends. Amaziah!

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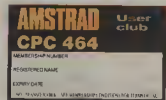
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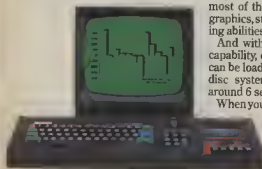
When you feel the need to upgrade your Amstrad system to disc drive, just send your favourite Amsoft cassettes to us and we'll send you back the same Amsoft programs on Amsoft disc for just £4.95 per cassette, the price of a blank disc.

Free software worth over £100 is the name of the game.

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CPC 464 green screen VDU (GT64)

Here are the others.

The CPC 464 comes complete with its own colour monitor or green screen VDU and built-in cassette data recorder. (Optional disc drives are now available with CP/M* and DR LOGO* supplied as standard.)

It has a typewriter-style keyboard and numeric keypad. 64K of RAM, 32K of ROM and a very fast extended BASIC with real time features.

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The CPC 464 can handle the trickiest computer games (if you can),

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Welcome to the second installment of *CB&G's* very own agony column. If your *POKEs* are painful or your program wants to *RUN* before it can walk, you need advice from *Bug Hunter*.

Write now, before it's too late.

S Ward from Sheffield has around 100 Spectrum games on cassette and would like to make back-up copies. He wants to know the best program to buy which will let him do this.

There's nothing wrong in making a back-up of a tape, Mr Ward. It's yours — you've paid for that cassette and you can do what you want with it. Except, of course, make a profit from someone else's hard work by giving away or selling any back-ups that you make.

Because of this, most software companies protect their games with routines in the program that make them hard to copy. No method is 100% secure, though, and in the classified ads of most micro mags you'll find programs advertised that allow you to make copies of your software or convert it to run on disc or microdrive, depending on what micro you have.

There are lots of ways of protecting programs, so I suggest that you call a couple of these advertisers and ask specifically whether their product will copy the games that you have.

As for your question of storing an index to all your games in the computer and being able to search that list for a particular game, you'll need either microdrives or discs to do this. Cassette based storage and indexing is just too slow.

Dear BH,
Recently I purchased an Interface 1 and microdrive for my Spectrum. At first programs loaded quickly and smoothly. Nothing has been tampered with and no coffee has been spilt into the slot but I can no longer save/load/verify programs. Usually, the drive just spins for about five minutes and then stops. What can I do?

David Frost

Problems with early versions of the Microdrive are quite common. Try cleaning the head of your drive

gently with a dry cotton bud. Also, get a fresh cartridge and see if you have any joy. If not, there's obviously something wrong and you are entitled to a replacement or a refund from the place you bought your drive.

If you went through a shop, take back the drive and explain the situation. If you ordered through mail order straight from Sir Clive then there's so alternative — you'll just have to pack it up and send it to Cambridge with a letter explaining what's happened. Then, just wait. And wait.

Dear BH,

Could you help me? I have written a game and want to get it published but I don't know whether I need to have copyright on the game before submitting it. If I do, how do I go about getting it?

G Thompson

You already have copyright. It's your game so you have the right to make copies of it which is what copyright means.

If someone looks at your game and then copies the idea, though, it's not the same as them copying the actual program that you wrote.

The whole area of copyright law is rather complicated, so the best thing to do before you send off your pride and joy to a software company is to get some advice from your local Citizens' Advice Bureau.

Dear BH,

I have an old Vix cassette recorder which I use with my new Commodore 64.

I have recently bought *Beach Head*, *Son of Blagger* and *Traffic Wailer* but they don't load. I heard on a TV programme that some old cassette recorders may not work, so can I get a refund on the software or will I have to buy a new cassette recorder?

Robert Russell

It's not the fault of the software companies that these games won't load, so I'm afraid that there's nothing to make them give you a refund on the games.

If you've only had the recorder for around a year or two, you could complain to Commodore that this is an unreasonable time for one of their products to last. Failing this, it looks like you're going to have to ask Sanle for a new cassette recorder next year.

Here's the last of our batch of legal letters, which should cover some of the problems that you may be having with that Christmas micro.

K M Brown bought a Vix starter pack at Christmas 1983. There was a problem with the screen, so he returned it to his local Lasky's, where it was bought.

Three months later the motor drive gave in. The micro was exchanged again but the wrong leads were in the box. Then, the cassette recorder failed and the power pack didn't work.

Mr Brown has now returned his micro four times. Can I exchange it, he asks, for a different make? The shop is only willing to do a straight exchange.

It's useful to remember that if you buy something in a shop and that product goes wrong, it is the shop's responsibility and not the manufacturer's. So any shop that tells you "it's not our problem" is mistaken.

Meanwhile, what can Mr Brown do?

Well, if you take a faulty micro back to the shop for the first time, you are entitled by law to a new micro (the same model) or your money back. You do NOT have to have it repaired or be given a credit note.

If you choose to have a replacement machine and this, too goes wrong, you are only entitled to replacements from then on. You have given up your right to a refund. Therefore, the shop is correct in offering to replace the faulty machines. You could always try writing to the boss of Commodore, asking whether the average Vix needs replacing four times before a good one is found!

Dear BH,

Is it possible to get Mode 7 on an Electron so that I can run a modem?

John Whitson

The Electron doesn't have the necessary chips to give a Mode 7 teletext display like the BBC micro.

At the last PCW show, Sir Computers of Cardiff had a prototype Mode 7 adaptor for the Elk which, coupled with an RS232 interface, would let you drive a modem.

If you're mainly interested in communicating, it may be cheaper to get a 16k Spectrum and a VTX3000 modem which will get you into Prestel, Micronet and more, including my own VISA bulletin board on 01-958 7095.

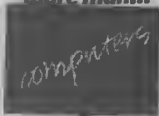
A PERFECT COUPLE

Just like ham and eggs and peaches and cream, Commodore User is the perfect companion for your 64 or Vic 20. Every month Commodore User is packed full of the latest new games reviews, special projects and business computing, plus the latest software charts, Tommy's Tips for your tricky computer problems, and much much more. Commodore User, the perfect magazine for Commodore owners, at your newsagent on the first of every month. All for only 85p.



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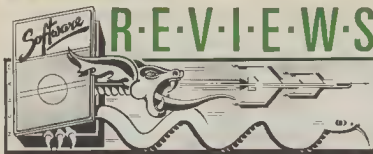
There are strong reasons to believe the Chancellor of the Exchequer is planning to impose VAT on your magazine.

Such a move would turn the clock back 130 years - the last tax on the Press was repealed in 1855. Since then 'No tax on knowledge' has been a principle agreed by all Governments, even in the darkest days of war.

A free Press is a tax-free Press. No Government should be given the power to impose financial pressure on a Press it may not like.

Write to your MP insisting that he says 'NO' to any tax on reading.





Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged?

STARSTRIKE

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Realtime
PRICE: £5.95

Realtime's *Starstrike* is simply the best translation of the *Star Wars*-style arcade game seen on the Spectrum — with some new twists.

It's a no-holds-barred space shoot out with excellent graphics and a playability rating that goes off C&VG's scale — well it does if you're a fan of the arcade machine like me!

The scenario for the game goes like this. You are the pilot of a *Starstrike* space-fighter on a do-or-die mission to destroy the massive bases of an alien race known only as The Outlanders.

These bases reside hollowed out moons are protected by squadrons of Outlander fighters — and the surface of the huge moons are covered in laser towers and other defence systems.

The only way to destroy the bases is to fly down the equatorial trench and fire a well-aimed shot into the reactor chamber.

Your *Starstrike* fighter is armed with lasers and protected by force shields — but these are depleted by enemy fire or collisions with the calwalks which span the trench. A read-out on screen tells you the condition of these shields — if it reaches red, then you're in big trouble. If you manage to dodge through the calwalks and avoid enemy laser fire without being wiped out then you get a crack at the reactor. This is actually more difficult than the arcade machine version believe me!

If you destroy the base, you progress to the next difficulty level — where different features, like the big laser towers appear.

Starstrike's 3D vector-style line graphics are excellent and so is the presentation of



the game. You get a brief pause in the action between screens as a battle-computer read-out flashes up telling you what's going to happen next. A pause that you need at the higher levels!

If you've ever wanted one of those *Star Wars* arcade games at home then you'll love *Starstrike*. It's a brilliant game destined to become a classic — and a C&VG Hall of Fame game!

● Graphics	10
● Sound	7
● Value	10
● Playability	10

FATTY HENRY

MACHINE: Vic 20/
joystick
SUPPLIER: Software
Projects
PRICE: £5.95

Software Projects continue to support the ageing Vic-20 with a range of newbies which includes *Fatty Henry*.

You play the part of an octopus destined to become a fancy dish for some exclusive diner in a top restaurant. You have to help him avoid that late by collecting drops of condensation from the roof of the pan

where he is being cooked and dropping them on the raging flames below.

There are other hazards — such as spinning food, oven fan and the restaurant's pet dog. *Fat Henry* who is partial to a bit of squid. Survive 10 ovens and you escape being eaten!

An original theme and fairly playable — although the graphics could be slightly better.

● Graphics	7
● Sound	7
● Value	8
● Playability	8



2 CADCAM WARRIOR

MACHINE: CBM 64
SUPPLIER: Taskset
PRICE: £9.95/£12.95

This brilliant game from Taskset runs on the CBM 64 and is based around a Computer Aided Design (CAD) exhibition which goes wrong.

You'll have to beat 8,192 hostile screens to win the day and this could take some time, so you'll have to be dedicated — but it's fun and very addictive. In fact, for £9.95 (cassette) or £12.95 (disc), you could have yourself quite a bargain.

The graphics are extremely good and very clear, reminding you a bit of the drawings architects are supposed to do all day. The sound is also unusual and convincing, a real change from the run-of-the-mill, zap-bang-blast style sound effects.

The idea is that our environment is increasingly planned and constructed with and by machines, and so it is up to the software and operating systems of those same machines to interpret the rules by which we want to live.

Once you've loaded the tape, you press FIRE to start, before getting pursued by what look like giant sponges and Sony Walkman head phones.

The action always gives you something different and you can use the keyboards or a joystick.

The story itself centres around the 25th CADCAM International Show where the guys from a company called Enviro UK have booked most of the first floor space.

The game pitches you directly against the design machine, and you control the droid MAD-2, whose task is to find and repair the memory bank containing human needs.

He can only get to the final screen by finding his way through all the nasty environments the machine designs,

and how he does this is up to him.

He must somehow remove everything with some routes being short cuts and others a total disaster. Interestingly, he has a heap of disappearing down holes but you can always find him as he is the only object to look like a big laddy bear.

If he isn't careful, he lies down and gets shot at, but he's quite a good shot himself. If you get a decent joystick, all in all, *Cadcam Warrior* is last, very playable and even moreish — rare qualities for games these days.

• Graphics	9
• Sound	9
• Value	9
• Playability	9



school sale before it comes to the attention of the headmaster.

The combination of the sale consists of four letters known to the headmaster and the masters. To get the combination, Eric has to list all the school shields — hanging around on the walls of various rooms — and set them flashing. This is more difficult than it sounds. You have to work out different strategies for different shields.

Once you've got all the shields flashing, the masters become strangely disorientated — knock them over and they'll reveal their part of the code. All except the history master that is who has to be persuaded in a

cartoon-style voice bubbles which appear as the various characters speak.

Poor old Eric really has a hard time at school. And you really get into the character as you play. Each of the masters, and Eric's school-friends, have their own characteristics too. You learn about them as you play.

A nice touch is the feature which enables you to change the names of Eric's mates and the teachers to suit yourself. You can populate the game with all your least favourite teachers and your best mates. You can also make yourself the hero!

The graphics and animation are terrific and the sound isn't bad either.

Overall, *School Daze* is an entertaining and amusing game. Well worth the asking price — but don't let it stop you doing your homework!

• Graphics	9
• Sound	9
• Value	9
• Playability	9

LABYRINTH

MACHINE: BBC
SUPPLIER: Acornsoft
PRICE: £9.99

Several companies in the software market have consistently produced first class software over the past few years.

Acornsoft at one time could be included in this elite group. Then, inexplicably, the quality of their games went downhill.

But Acornsoft seem to be back to their old winning ways with their newest release of games. Their most recent, *Labyrinth*, is no exception.

Although it's a maze game, with a strong influence of *Berzerk*, it loses none of its originality or attraction in its eyes.

The graphics are very good as is the animation with no hint of flickering — a very common fault in many Acornsoft games, especially *JCB Digger*.

3 SCHOOL DAZE

MACHINE: Spectrum/key-board or joystick
SUPPLIER: Microsquare
PRICE: £5.95

They say school days are the happiest of your life. Well, that may be so — but what I know for sure is that I know for sure is that

School Daze is the most original and entertaining game to be released for any age. Just watching the demo is like viewing a whole series of *Grainger Hill* at one sitting!

And that should give you a clue to what the game is all about. It's set in a typical school, with typical pupils and typical teachers — all of which you'll recognise from your own experience.

The hero is Eric. Now, Eric has heard on the grapevine that his end of term report is not all it should be. So he wants to get it out of the

different fashion which you'll have to find out for yourself.

Once you've got all the letters, you still have to work out the combination — and get to the sale in the staff room!

While Eric attempts to get his school report, the life of the school continues. Independently Eric has to go to lessons too — which interrupts his quest. If he isn't in the right place at the right time he gets lines! Over 10,000 lines and Eric is expelled.

The other characters in the game — like The Swot, The Bully and Angelica — also give Eric a hard time. They attempt to hinder his quest for that school report by getting him into trouble with the masters. With friends like that

The entire game is like an animated version of the *Beano's Bash Street Kids* strip — complete with



R·E·V·I·E·W·S



You control a little character called Moik who's trying to find his way through a huge labyrinth with seven dangerous and magical levels. You have to have a good memory to guide him through this monster maze and a good deal of skill to manoeuvre Moik, and the boulder he uses to crush the monsters and ghouls, around the maze without being killed or running out of energy.

Before Moik can move onto the next level, he must capture the magic crystal which opens up the gateway to the next floor of the labyrinth.

The maze is filled with nine different types of monsters all of which act differently and have to be killed in a multitude of different ways. Some of them like the evil thiesheers, change colour, multiply and leave a trail of poisonous mushrooms behind them.

The easiest way to kill the monsters is by crushing them with Moik's boulder, but you'll have to make sure that none of the monsters crush you with the boulder.

You'll have to keep an eye on your energy level which is displayed in the top corner of the screen. If it suddenly turns red, Moik will die, losing one of his three lives unless you eat some energy-giving fruit straight away.

Labyrinth is a well thought out and designed program — definitely up to the standard of Acornsoft's Elite.

- Graphics 9
- Sound 9
- Value 9
- Playability 9

4 VIKING RAIDERS

MACHINE: Spectrum
SUPPLIER: Firebird
PRICE: £2.50

Viking Raiders is just one of the flood of games from Firebird — British Telecom's software spin-off who have entered the budget price games market. And a nice little

game it is too. You take part in a battle between two Viking overlords. Four human players can fight it out — or any combination of human and computer players.

The battlefield features islands which freeze over as the game progresses making the movement of armies easier, although you can use all the gold you have in the



VSB — Viking Savings Bank stupid! — to buy longboats, armies and catapults.

The aim of the game is to move your forces across the battlefield and conquer your opponents' castles — before they do the same to you.

The characters — like Odin the Odious and Wolan the Wicked — have their own specific characteristics, and are amusing to fool. There is even a wicked lady Viking warrior — just as tricky as the men.

The program is well presented, with lots of useful prompts which flash up at the bottom of the screen during loading and play. The documentation is good — backed up by good instruction screens within the game itself.

The graphics are not much to write home about — but who cares when you can get an entertaining game for just £2.50. Good value, Firebird!

- Graphics 7
- Sound 6
- Value 9
- Playability 8

BLUE MAX

MACHINE: CBM 64
SUPPLIER: Synsoft/
US Gold
PRICE: £9.95 cass/
£14.95 disc

You become a World War one aviator on a desperate mission of destruction behind

But overall if you feel the need for a "bombing mission" game I'd go for *River Raid* every time.

- Graphics 7
- Sound 7
- Value 6
- Playability 6

MUTANT MONTY

MACHINE: Spectrum 48k
SUPPLIER: Artic
PRICE: £6.95

This is yet another *Manic Miner* clone, though better than most.

Monty has two aims in life — to get rich quick and to be a hero.

There are 40 rooms to the game and he has to collect all the piles of gold in each one before he can move to the next. Unlike most games of this kind, there's no jump button. Monty can move up, down, left or right and that's all.

At the end of his mission once he's become rich from all that gold, he can rescue the damsel in distress.

If you can't actually get the lei, there's a built-in demo to show you what you're missing.

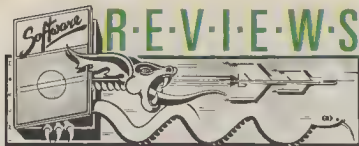
During the game, the Spectrum plays a selection from various classical pieces of music, as only a Spectrum can. Not quite *Hooked On Classics* but better than nothing.

There's an assortment of nasties lying in wait. Monty achieving his ultimate ambition. One such beast is the beautiful but rare Quantum Leap. There are also the dreaded patallians and the Pit of Eternal Sime.

You only have five lives and you play against the clock. Not an easy game by any means.

We'll have to wait for the secret poke numbers to come in. Shouldn't be long.

- Graphics 9
- Sound 6
- Value 8
- Playability 8



MOTO CROSS

MACHINE: CBM 64
SUPPLIER: System 3
PRICE: £7.95

Driving games used to be about cars, but motorbikes seem to be taking over.

This game has you on a bike, trying to complete a course marked out on the screen by two rows of tyres.

Above the horizon, mountains and scenery float past as first demonstrated by *Enduro* on the Atari.

At the top of the screen, a large set of handlebars contain all the various dials which give details of your speed and revs.

But while all this is happening, there's not much action going on. The graphics which make up the bike and its rider aren't too hot, and there's no scenery or algorithms which go past as you ride round. *Pole Position* on two wheels isn't there certainly isn't.

If you hit a tyre, you fly off the machine and land in the road. Careful use of the joystick can usually get you going again, but sometimes I found this impossible. If you crash just behind a tyre then whatever you do, you'll always hit it again when you try to get up.

There are six different levels in the game. On some, the track is narrower than others. Also you can decide whether you wish to ride alone or have other bikes on the track to chase.

Graphics are smooth. If nothing else, and sound is good. The engine sounds are realistic and the little man who comes on to wave the starting flag is cute. There's also a horrible squealing sound when you hit a tyre.

A reasonable buy, but nothing special.

• Graphics	7
• Sound	8
• Value	7
• Playability	7

HUNCHBACK

MACHINE: Amstrad/
Joystick only
SUPPLIER: Ocean Software
PRICE: £6.90

A conversion of one of Ocean's best selling games, this version runs on the Amstrad and was previously available on the Spectrum and Commodore 64.

While Esmerelda yells from the safety of her tower, you can expect to fall off walls and crash into things resembling giant lilies while trying desperately to reach her. Is it worth it?

Not unless you're mesochistic enough to really get into all the hassle this game offers you. As Quasmod, you behave like a latter-day Tarzan with superhuman energy. Swinging over pits and dodging fireballs and arrows, you must remember

of its own, always swinging everywhere — except towards you.

If you're lucky enough to complete a wall, you pick up a bell — so that if you reach your women, you'll sound like a cross between a reindeer and the London Philharmonic Orchestra. Let's hope she likes it.

Five belts give you a Super Bonus and this will show up on the screen along with the number of lives you have left, plus your current score.

As you hang onto your joystick for dear life you will soon get used to jumping over various obstacles, but if you don't make it over the moat... well, let's just hope you can swim (and that there aren't giant lilies lurking in the water).

• Graphics	8
• Sound	7
• Value	5
• Playability	4



to keep in front of the chasing Knight, who, hopefully, is also busy falling off walls and making an idol of himself in front of Esmerelda.

Although there are 15 screens, each more difficult than the first, you'll be lucky to get past the second, which involves grabbing a very elusive rope which would take you across the moat to your lady in distress. However, you may as well forget it, as the rope appears to have a mind

SIM

MACHINE: BBC
SUPPLIER: Viper Software
PRICE: £8.95

The one thing about this game which I haven't been able to work out is why it is called *Sim*. After that challenging puzzle the game seems more like a little dull in comparison.

The game has everything a good software company

Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

should try to cram into one of their programs. Good colour graphics and smoothly animated graphics abound in hundreds of games I could name, not least in Viper Software's *Sim*.

And that's exactly the problem. Every software



baron and his cat are always on the look out for a quick way to make a few bucks. Recently a large part of the industry has been on a "state of the art graphics" trip, totally forgetting that there's more involved in making a good game than how appealing it looks.

Theme, playability, ingenuity and innovative style have all been thrown out of the window during the latest fad for the game with the coolest graphics. A good game, in my opinion, must have a well thought out and strong plot or theme and excellent playability as well as interesting and realistic graphics.

Sim shows every sign of the new direction that a lot of software companies are taking. The character that you fly about the maze is difficult to control and the layout of the game is so badly designed that you die every time you enter a new screen.

At the beginning of last year, *Sim* would have stood a chance of impressing people but the game market has moved on a lot since then and I'm afraid that companies like Viper won't last if they don't rethink their approach.

• Graphics	8
• Sound	5
• Playability	4
• Value	5

continued on page 105

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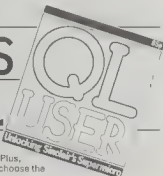
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AT LAST...

A MAGAZINE GEARED ESPECIALLY FOR THE QL USER. SUPRISINGLY ITS CALLED QL USER.



For the latest information on every QL hardware and software release, turn to QL USER. Every month we review the latest games, educational and business packages, together with program listings, book reviews and your readers' letters. Plus, of course, hints and tips on how to get the most from your QL. If you're a QL user, choose the magazine written exclusively for your machine — QL USER.
Available from all good newsagents



Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

That's where equality ends.

Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

Sooner or later, the seams might do what comes naturally: they bulge. Warp. Pucker. Open up.

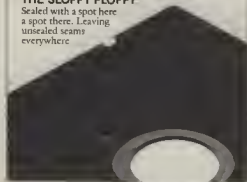
Pens, pencils, fingernails—even a four-year-old's, like Herbie—can catch and snag in those wide open spaces.

That's sloppy. And dangerous. Because if you put a sloppy floppy into your disc drive, it can jam your drive. Ruin your drive head. Lose your data.

So much for their seams. Ours are different.

THE SLOPPY FLOPPY

Sealed with a spot here a spot there. Leaving unsealed seams everywhere



Memorex uses a process we developed, called Solid-Seam Bonding.

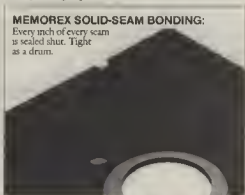
Solid-Seam Bonding seals shut every inch of every seam of every Memorex® floppy disc. Tight as a drum. That makes the Memorex

floppy stiffer. Stronger. And your data safer.

To resist bulging, warping, puckering, or opening up.

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Every inch of every seam is sealed shut. Tight as a drum.



To resist all the things that can jam your drive, ruin your drive head, or lose your data.

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Solid-Seam Bonding is just one example of the extra care that goes into every Memorex floppy disc. Be it 8" 5¼" or the new 3½" Extra care that lets us guarantee every Memorex disc to be 100% error-free.

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GIFT FROM THE GODS



GIFT FROM THE GODS

"The Power of Destiny"

- Number 1 Blockbuster from the "MEGA TEAM"
- Spectacular arcade – adventure played in a multitude of ways and at many different levels.
- Watch the Secrets of the Labyrinth unfold as our Hero, ORESTES, tests his skill against the power of COO and MAN.
- Stunning animated graphics take you beyond time ... into the "FIFTH DIMENSION".
- "INTELLIGENT" controls allow ORESTES to perform an astonishing repertoire of feats from the command of joystick or keyboard.
- Discover the key to "AGAMEMNON'S" puzzle, through the power of Intrigue and Illusion!

Ocean Software is available from selected branches of WHOLESMITH, WHISMETT, L.A.S.K.Y.S., Rumbelows, COMET Spectrum Shops and all good software dealers. Trade enquiries welcome.

COMPETITION

WIN YOURSELF A DIORAMA!

PLUS LOTS OF
OCEAN
SOFTWARE

Games writers everywhere seem to be delving into the classics to get new ideas for software — we've had *Quo Vadis?*, *Macbeth*, *Tristan and Isolde* and others.

Now Ocean have dipped into the weird and wonderful world of Greek mythology to bring you a game of epic proportions! *Gift from the Gods* is based on the legend of Orestes who has to fight his way around an underground labyrinth beneath the palace of Mycenae in order to regain his kingdom from the evil clutches of his treacherous mother Clytaemnestra.

You can read our review of the game elsewhere in this issue of *C&VG* — but we're here on the competition pages to bring you an exclusive *C&VG* contest!

Along with our friends at Ocean we've come up with a very special competition with a very special prize. Details of the prize later — first here's what you have to do to win it!

We want you to draw a map of the labyrinth our hero Orestes discovers in *Gift from the Gods*.

The best map will win a specially created *Gift from the Gods* — a sort of 3D model based on the game. This diorama will be hand-made and all the figures hand-painted by modelling experts, so it's a really exclusive prize.

In addition, the winner will get £50 of Ocean software for his or her machine. Ten runners-up will also receive £50 worth of Ocean software. So get those pens, pencils and paints out and get cracking — we don't

mind how big or small you make your map — or what materials you use to create it. The entries must be accompanied by the form below and will be judged by representatives of *C&VG* and Ocean. Normal *C&VG* competition rules apply and the judges' decision is final. Closing date for the competition is April 18th — we're giving you an extra month to work on those maps and we're looking forward to seeing them!

Send your entries to *Computer & Video Games*, Gift from the Gods Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

GIFT FROM THE GODS



C&VG/OCEAN GIFT FROM THE GODS COMPETITION

Name.....

Address

Please state which machine you own

If you want your map returned,
please include a suitable self
addressed envelope.

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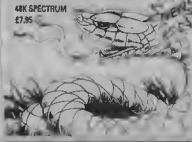


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```

10 GOTO 3000
100 B=STICK(1)
110 IF B=0 OR B=10 OR B=11 THEN 140
120 IF B=2 OR B=3 OR B=7 THEN 160
130 FOR N=0 TO 7:NEXT N:GOTO 170
140 BATS=BATS+POSITION BX,2017 BATS=B-X-2 N=11IF BKA THEN
150 GOTO 170
160 BATS=BATS+POSITION BX,2017 BATS=B-X-2 N=11IF BKA THEN 15-25
170 POSITION BX,2017 BATS
200 COLOR 32:PLOT MX1,WY1:POSITION BX,2017 BATS:MX1=MX1+WY1-WY1:WY1=WY1+DATE MX1
WY1,2:COLOR 183:PLOT MX1,WY1
210 IF 2=60 THEN W=1:HX=H:FOR N=16 TO 0 STEP -1:SOUND 0,150,10,N:NEXT N:GOTO 1
60
220 IF 1=60 OR 2=60 OR 1=180 OR 1=62 THEN 400
230 IF WY1=2 OR WY1=18 THEN HX=HX
240 IF WY1=18 THEN WY1=1 G
250 IF WY1=21 THEN TOO
280 GOTO 100
400 HX=HX+1:WY1=2:7 THEN HX=0
410 BAL=HAL-1:SC=SC+1
420 FOR N=16 TO 0 STEP -1:SOUND 0,50,5,N:NEXT N
430 POSITION 3,17 SC
440 IF BAL=8 THEN 800
500 IF SC=1500 OR SC=2500 OR SC=3500 THEN CL=CL+1:POSITION 35,117 CL
505 IF SC=1500 OR SC=2500 OR SC=3500 THEN FOR N=0 TO 16:SOUND 0,N,10,N:NEXT N:GOTO
UND 0,0,0,0
510 GOTO 100
800 COLOR 32:PLOT MX1,WY1:PLOT 1,20:DRAWTO 17,20:SC=SC+1
810 IF SC=1 THEN BATS=" 88888" BATS="88888 "LV=LV+1:GOTO 1
830 IF SC=3 THEN BATS=" 8888" BATS="8888 "LV=LV+1:GOTO 3
850 BAL=72:HX=40:WY1=40:HX=HX+1:WY1=1:18:10:BATS=BATS+1:GOTO 1000:POKE 77,0:GOTO
100
700 CL=CL+1:COLOR 12:PLOT 1,20:DRAWTO 17,20:PLOT MX1,WY1:IF CL=0 THEN 800
720 RESTORE 750:FOR TV=1 TO 5:READ N:FOR D=15 TO 0 STEP -0.5:SOUND 0,N,10,D:NEXT
D:NEXT TV
730 HX1=20:WY1=20:WY1=1:18:HX=HX+1:POSITION 35,117 CL:POKE 77,0:GOTO 100
750 DATA 171,191,205,227,171,191,203,225
1000 POSITION 14,131:7 "game over"
810 RESTORE 650:FOR TV=1 TO 5:READ N:FOR D=15 TO 0 STEP -0.5:SOUND 0,N,10,D:NEXT
D:NEXT TV
820 IF SC=1 THEN H1=SC
825 FOR H=0 TO 300:NEXT N
830 GOTO 800
880 DATA 255,255,227,227,211,191,191,255
1000 CARNICE OR KETCOLON 0,15,10:SETCOLON 1,0,18:SETCOLON 2,7,10:SETCOLON 3,5,4
1010 POKE 750,58
1020 CL=HEX(500)+256+HEX(501)
1030 POKE 751,30:POKE 752,5
1040 FOR I=7 TO 27:POKE 751+I,4:NEXT I:POKE 751+28,5:POKE 751+29,55
1050 POKE 751+30,HEX(500):POKE 751+31,HEX(501)
1060 POKE 87,0:POKE 88,0:POKE 752,1
1080 POSITION 5,117 "DROPPED"
1090 POSITION 0,117 "SCOOIE" N:SC=CL LIVES=L
1090 POSITION 5,117 N:POSITION 1,10:HI:POSITION 25,117 CL
1090 COLOR 183:PLOT 0,21:DRAWTO 35,21:COLOR 183:PLOT 0,21:DRAWTO 0,21:PLOT 35,31:ORA
WTO 35,21
1100 FOR A=2 TO 38 STEP 2:COLOR 59:PLOT N,4:COLOR 59:PLOT N,8:COLOR 183:PLOT N,8
:COLOR 62:PLOT N,10:NEXT N
1120 COLOR 183:PLOT MX1,WY1
1130 POSITION BX,2017 BATS
1190 RETURN

```



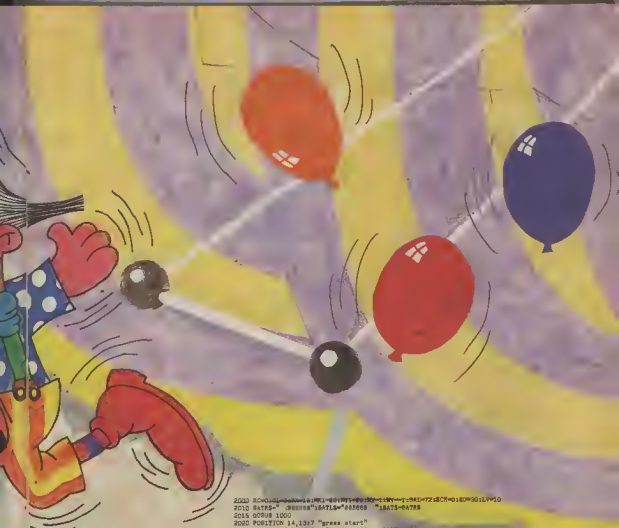
Super

RUNS ON ANY ATARI

Dodo the clown has been wishing for years he could escape from the circus. The evil owner keeps him locked away, only releasing him to perform his act in front of hundreds of children every night.

Tonight was the owner's birthday party and, after the party had finished, Dodo was left all alone in the big top for the first time ever — his chance to escape!

Unfortunately, during the party secktuils of balloons had been lat



r Clown

Instead of ten aliens, C for his Commodore

What happened ne



Saturday morning.

Waltzed into my local computer shop. Packed as usual with masses of kids enjoying the arcade games.

Surely I could put my Commodore 64 to better use. Helpful assistant suggests a Commodore Communications Modem.

Tells me it comes with a year's free subscription to Compunet, a new network service, saving me a cool thirty quid.

A bargain not to be missed, so I bought a Modem.

If I knew then, what I know now, I'd have thanked that assistant more.



Saturday (one week later).

Fantastic. My Compunet membership came through this morning.

Hurriedly plugged the Modem into my 64's cartridge port, and hooked up to the telephone line.

Can't wait.

At last I can communicate with other Commodore 64 Modem owners and giant mainframes.

What's more, I can also access databases

throughout Europe and the U.S.A.*

This is what home computing's all about.



Sunday morning.

Raining.

Tapped in my Compunet I.D. and personal password.

Wow, what a directory!

Decide to pit my wits against other Modem users by entering Multi User Dungeon, an interactive on-line game.

Should stretch the old grey matter a bit.

Then a quick look in 'The Jungle'. This is an open area where other Modem owners display messages.

See a Commodore user in Fife wants to sell 'U-boar' for £3.00.

Leave message offering him 'Mighty Gork' on a straight swap.



Monday evening.

Move on to the Compunet Software Park.

What a choice. Loads of high quality bargain programs.

Particularly interested in educational software, so I call up 'The Study'.

Download free physics package to help with my exams.

Clive bought a Modem for his Commodore 64.



Next changed his life.



Tuesday evening.

Dad's turn.
I don't get a look in as he's

busy teleshopping.

Actually it's amazing what bargains turn up. He even finds a new house.

Mum said she doesn't want to move and anyway his dinner's getting cold.



Wednesday evening.

Discover I can join BLAISE*,
the computer service for
the British Library.

Their catalogue of books dates way
back to 1950.

Should give me an interesting edge over
my school chums.



Thursday evening.

Sis has a go.
She keys into Prestel*.

Imagine, over 300,000 pages of information
and news.

What does she choose? The lonely hearts
section.

She's disappointed. Couldn't find Simon
le Bon's private number.



Friday evening.

Yippee! Receive a reply from
the guy in Fife.

He fancies taking on Gork.

What's more he's written a program he'd
like my opinion on.

He transfers it direct, using the free user
to user software.

I've made my first computer pal.

It has really been a week.

Best one I've had since getting my
Commodore 64.

Sure am glad I got the Modem instead of
all those aliens.

The Commodore 64 Communications
Modem comes as a complete package with a
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A message from **ENGLISH SOFTWARE™** to all owners of **ATARI, COMMODORE 64, BBC B, ACORN ELECTRON and AMSTRAD Computers...**

Software companies grow on trees—at least that's the way it seems from the number of new companies springing up every week!

ENGLISH SOFTWARE was launched three years ago with a smashing little game for Atari Computers called **AIRSTRIKE 1**, which quickly became one of the most popular U.K. programmed games for the Atari.

Then, as now, Atari Computers were amongst the most advanced on the planet, but they were a **TRIFLE expensive!** But we knew that prices would come down, and that more people would soon appreciate the great range of Atari software produced by **ENGLISH SOFTWARE**. But Atari owners **used** to be a funny lot, being heard to utter such gems as

"It can't be any cop, if it costs less than £20!"

Honestly, that's what they used to say! Anyway, in the face of this rather strange attitude, we went ahead and committed the ultimate sin

ATARI GAMES AT £9.95!

We expected some slight resistance to these prices from Atari owners who only equated high quality with high prices, but we were wrong. Everybody thought the prices were great, and the games too!

We even produced the fantastic **ATARI CASSETTE ENHANCER** at £7.95, a superb utility program for **BASIC** programmers.

So now, for those of you who might have missed out on all our excellent Atari titles, we are releasing something very, very special

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We have also just released **COLOSSUS CHESS 3.0**, the best chess program available anywhere for Atari 400/800/600XL/800XL computers with 48K. Very powerful, with lots of excellent features

For our good friends with other home computers, our programmers are busy producing original games for you as well. They are all illustrated on this page. **HENRY'S HOUSE** on the Commodore 64, and **JET-BOOT JACK** on the Electron are now available at selected branches of **W.H. SMITH**.

Selected English Software titles are available at: HARRODS and selected branches of LASHY'S, BOOTS, GRANADA COMPUTER STORES, CO-OP STORES, THE SILICA SHOP. Mail Order and Retail and all good software stores

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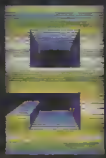


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MAP OF THE ICEMARK

IN THE ERA OF DOOMARK'S REVENGE

BEYOND's epic challenge *Doomark's Revenge* is causing bad cases of "plotter's linger" among Sinclair Spectrum owners.

Players are keen to unravel the 48,000 different situations which can appear before Lord Luxor on his quest to rescue Morkin from the clutches of the evil Ice empress Shareth the Heartstealer.

But what with mysteriously linked underground passages, marauding dragons and wolves, plus 124 independently moving and constantly lauding Owari, Gani, Fey, Barbarian and Ice Lords plus assorted armies, it can all get too much.

So Computer & Video Games has discovered and printed up a quick guide to the above ground locations which make up the land of Icemark. Luxor and Rorthorn the Wise start at the Gale of Varnorn in the southwest corner of the map.

What it doesn't give you is the locations of the 128 hidden and magical treasures the traps, the wandering characters or delays of their quests, which vary each time. No clues as to the kind of weather you might expect or where Morkin is imprisoned so there's still plenty to discover for yourself.

Good luck, Warriors of the Free — Profressor Video nides with you!

KEY TO SYMBOLS

- Plains
- ▲ Mountains
- Forest
- Hills
- ▲ Gate
- ▲ Temple
- Pit
- ▲ Palace
- ▲ Fortress
- Hall
- Hut
- ▲ Tower
- City
- Fountain
- ▲ Stones
- ▲ Frozen Wastes



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Fantasy World of Action and Adventure-

PLANET PHOTON

A Game Commander

Tim always relies on luck. He'll run right out in the open, or go around a corner without checking it for danger — and doesn't expect anything bad to happen. He's just a fool. Now he lies dead.

His companions had seen him flatter against the Tower, had seen the two Reds pop out and fire at him. Within moments, the pride of the Green team has been killed. But four seconds later Tim comes back to life, to give his luck another chance. Now it's his turn to get those Reds!

I'm standing on the observation deck, watching a *Photon War* being acted out below me. Players participate in a fantasy world of action and adventure. Garbed as space soldiers, they battle one another amidst a weird surrounding of coloured lights, blaring music and swirling smoke.

Entrepreneur George Carter, of Dallas, Texas, was inspired by the laser battles of *Star Wars*. He decided to create a futuristic *Hide 'n Seek* that

would put players inside the game.

The result is the *Planet Photon Centre* which opened in Dallas on April 2, 1984. It became an overnight sensation, attracting nearly three thousand customers a week, each person engaging in two or three six-minute games at \$3.00 a play. But talking about costs isn't what I'm here for. The best thing about *Photon* is doing it, so let's get ready!

Every player must first be issued with an official *Photon ID*. A female Game Commander — more on this later — positions me in front of a passport camera. My photo is taken and sealed into a small card which I then sign. A bar-code strip along the bottom edge will become my permanent *Photon-Code*, containing information about me such as number of games I've played and my scores.

Then it is on to the staging room. An attendant takes my card and uses a wand-reader to enter data about me before the game begins. This identifies me to the computer which lists my name onto the scoreboards

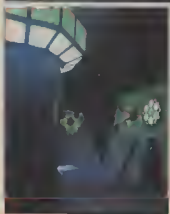
scattered throughout the observation deck and *Photon* complex.

Now it's time to put on the equipment. I strap the battery pack around my waist and fasten the breast-plate. Everyone's ID cards go into a special slot on the plate which, besides keeping it from getting lost, helps to identify each player visually.

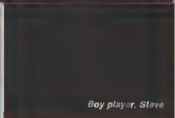
I decide to be part of the Green team, so I snag myself a green helmet. Green LEDs (light emitting diodes) light up around the helmet to confirm this.

I attach my phaser gun to the battery pack. An LED on the back of the gun flashes brightly when it detects the sensors placed around a helmet or on the chest plate of another player. I check this by aiming my weapon at a person sunning-up nearby and watch the gun's LED blink on and off.

The phaser has a range of about 150 feet and operates on line of sight. The other players getting ready seem to take this all very seriously. A guy to my left hefts different guns from hand to hand, grunting to himself as he tries



Inside Planet Photon



Boy player, Steve

to find the one with the best "balance." I start to wonder what I'm letting myself in for.

I wrap a paper cap around my head to keep the hair out of my eyes and put on the helmet. Headphones in the helmet bleep out the three distinct sounds the phaser makes when it fires.

A throbbing bass note proclaims a hit, while a high-pitched tone means you've missed. A warbling sound indicates you've shot someone of your own team.

A hit from the gun's infra-red beam causes yellow lights to flash on the enemy's helmet and de-activates his

gun for four seconds. Fortunately you can't shoot yourself — no "Photon suicide" is possible!

Someone in a red helmet grins at me and points his phaser in my direction. I'm getting a bit nervous.

One Game Commander leads us out to our Home Base, while another does the same for the Red team. On one side is the Home Base and Tower of the Red team. The Greens have their base on the other side.

Tunnels, half walls and ramps criss-cross each other to form the two levels of the playing field. The Game Commander goes over the rules for first time players. We are also reminded of the non-contact, five foot distance restriction. The Game Commanders will stay on the playfield to ensure that the rules are obeyed.

As I'm a first time player, I decide to link up with a veteran Steven, a 17-year-old high school senior, agrees to show me the ropes. My team mates and I wait for the starting signal.

Hidden up above, away from prying eyes, all of the equipment is linked by

FM radio signals to the two IBM-PC master computers which run the specially-designed software for the game.

These computers are the overlords, activating the different sound tracks, and giving a surround-sound effect through rapid changes of pitch and speaker location.

Monitor screens flash running scores as the game progresses. Tallies are totalled afterwards and projected throughout the Photon complex. 10 points are scored for hitting a target, minus 10 for being hit and minus 30 for shooting a player in your own team.

Shooting the Home Base of the enemy scores a big 200 points, but you have to fire three times at it without any interruptions — usually someone is there waiting in ambush.

The computers monitor the players and won't allow anyone to score more than once for shooting a Home Base.

A digitised female voice fills the air — "Photon Warriors, prepare for strategic manoeuvres on voice command, 3-2-1-GO!"

The lights dim and begin to throb as weird tunes blare out in deafening multi-track stereo.

Members of both teams take off and disappear as blinking strobe lights throw macabre shadows about. As I try to avoid two Reds, Steve zaps them both and beckons me on. I thank him with a nod and break away on my own. I head up a nearby ramp, hoping to ambush the enemy.

Three Reds emerge from behind the Green Tower, I aim my phaser and wait for the LED to indicate I'm "on target". I pick off the unsuspecting Reds with carefully aimed shots.

"Keep moving," I tell myself, stumbling through a tunnel.

Suddenly both Red and Green Towers begin to pulsate, blanketing the area with ray-blasts. I duck for cover too late. I'm sure I've been hit. Finally the barrage stops and I start moving again.

The gun grows heavy in my hands as I fire again and again. All of a sudden the music dies down as the voice returns to proclaim that the manoeuvre is over.

Everyone walks out the exit door and back into the staging room. An attendant helps me remove my gear.

"Let's see how well I've done first time out of the box," I think to myself as I go over to one of the scoreboards. A lot of Photon novices receive negative scores from being hit repeatedly by the more experienced, but I've managed a positive score — mostly from my success at ambushing Reds.

But Steve has shot his way to high score of the day.

Steve plays Photon a lot. He heard about them on the radio and showed up on their doorsteps two days after

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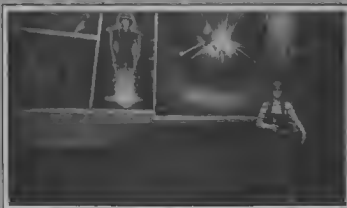
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Girl player, Wendy

they opened. He's been there ever since.

"I was one of the first people to play Photon," he says proudly, "and I helped them test it and work out the bugs in the system."

Steve comes to play about three or four times a week. "I love it," he says. "It's great fun because you can run around and work off your aggressions without hurting anyone."

Steve compares it to tennis because, unlike video games, Photon keeps you active. "You have to be agile and use strategy to play effectively," he says. "You really get a workout. The weight alone (20 lbs) of the outfit makes you really work up a sweat."

Steve's team won the first league tournament. "I wanted to form a team and was getting my friends to sign up. We were trying to figure out who would head it. Well—I got elected!"

"There were 12 teams," he told me. "Each team played three games every Wednesday for 11 weeks. Teams were scored on total points, as well as individual scores. Our team was the Centurions and we had the highest scores."

Steve humbly neglects to mention that he also won the award for highest personal score.

"Another benefit," he says, "is that you get to meet a lot of other guys from different schools and backgrounds who like to play games. And it's also a nice way to meet girls who share similar interests."

One of the girls who come to Photon is 11-year-old Wendy. A friend introduced the game to her and she's found it a lot of fun.

"It's like an Adventure," she says. "Different things are always happening to you when you play. It's not like a video game because you can't know what to do from the last time you played. I like to go with my friends," Wendy continues. "It's like an outing—I'm not interested in being by myself."

Wendy shares some of her playing



Strategic Manoeuvres Report screen secrets. "I don't always attack," she says. "Sometimes I'll go hide against a wall and wait to see who's coming around. Then I zap 'em! I also like playing with my Dad, but it's best when he's on the other team. He isn't too bad, but I'm better. He doesn't move as fast as I do."

Wendy says that girls can play Photon as well as, if not better than, boys. "I came here with a girlfriend one time and we beat the pants off two guys from our class who played against us."

Don't think only young people play Photon. "All ages participate," says Dan Allen, Photon's vice-president. "Some of the best players are in their late 20s and 30s."

Allen adds that franchises have been sold throughout the United States and around the world, including Canada, London, Taiwan and Hong Kong. Those in the US will be opening soon while the overseas franchises will be operational in late 1985.

"This place is like our testing chamber," Allen laughs, gesturing around him. "In fact, everyone will probably remember the Dallas Photon not as the first one, but as the smallest! Many of the franchises will be much larger than the one here and some are even going to operate like dual movie theatres. Imagine being able to play in two completely different gaming fields under the same roof."

Here we only serve soft drinks. Other franchises plan to sell the entire gamut of fast foods from hot dogs to

popcorn," he adds.

Allen says that all of the franchises will have the full line of Photon paraphernalia, which includes everything from posters to fountain pens, all with the corresponding Photon logo, of course.

Allen is somewhat reticent to comment on how the game equipment operates. "We don't want to be copied," he says, "so we have to be a bit secretive about how the hardware works. But we're developing new equipment that's lighter and more streamlined. We've been going through a lot of prototypes, sometimes we've even adapted parts to each other to test out a new idea. All the new equipment will be of lightweight ABS plastic. This will cut the weight down to where you'll hardly notice it at all."

"There're other great things we can do too," he adds. "Right now the observation deck is useful for those who want to watch. But we're going to mount 'Super Rifles' alongside the deck. People will drop tokens into them and can then swivel the sights around and aim at the players below. They'll score points which they can see on a separate scoring screen—this won't affect the score of anyone on the gaming field. But I'll sure let a lot of parents get back at their kids!"

"Photon is really exciting," says Allen. "It takes the great aspects of *Capture the Flag* and *Hide 'n Seek* and puts it in the space age. We're always updating information on the computers, looking for new ways to make the game more fun and challenging. I like the fact that there can't be any cheating or arguing 'who got shot first', since computers are perfect and impartial referees."

"Plus there's always new things we can try out," he adds. "One of the things that the computers don't allow is for someone to keep shooting the same person for points, not letting him escape. The shooter's phaser has to fire and hit another target before he can go back after someone he's already shot. This keeps players from taking advantage of someone smaller or slower. We're also thinking about adding special 'force fields'—areas where the guns won't work, or the player is immune from the ray-blasts of the Towers. Maybe a player will get a personal 'force field' for a couple of seconds as a reward for getting a certain number of points, or for being in a specific place at a special time. The great thing is you can do just about anything you want, because computers don't hold you back."

"No two games are alike," Allen says. "You can develop strategies and techniques, but there aren't any patterns to memorize like in a video game. You're up against the toughest, most unpredictable opponent of all—another person."

WILL THE NET WORK?

Last year was the year of the modem as far as micro owners are concerned.

A modem allows you to connect your micro to the phone. Then, your computer can speak to other computers in different buildings, cities or even countries.

You can swap information and programs with your friends, or hook up to a large information system.

The two most well known systems are Micronet and Compunet and, since their launch, hardware manufacturers have been busy producing better and more

versatile modems for them.

Micronet runs on British Telecom's Prestel service. When you join, you actually subscribe not to Micronet but to an area of Prestel known as Prestel Microcomputing.

For your money, you get access to all the information on Prestel, of which Micronet is a part. There's also Viewfax 253 and Clubspot 810.

Compunet doesn't use Prestel. Instead, it runs on the ADP computer systems network.

So which system is the best? Robert Schilfreen has put them both to the test.

TELESOFTWARE

Hooking up your micro to a large mainframe computer means that you can load programs down the phone line into your micro.

Programs stored on Micronet or Compunet can be loaded into your micro, just as if the program was loaded from a cassette or disc. Then, you can save it just like any other program.

WHAT ELSE IS THERE?

When Micronet was first launched, people thought that the service would be used mainly for telesoftware, and that it would revolutionise the way that micro owners buy their programs. This hasn't happened and sales of telesoftware on Micronet are way below expectations.

However, there's far more than software available. Micronet has news features on many micros, a technical help area and lots of general information, some of which changes every day.

One of the most looked-at areas on Micronet is Micro Mouse. Known to his friends as Skwecky, you'll find some interesting computer gossip starting on his pages. But be warned, our furry friends

a Spectrum fan and Beeb owners may be frowned upon!

Actually, don't tell anyone I told you, but he's just bought himself a you-know-what for Christmas

Compunet's features are very different from Micronet's. Only Micronet can publish information. The average user can't put up anything on Prestel unless he buys space which is very expensive.

Compunet, on the other hand, is more like a bulletin board. There are areas where you can publish information, stories or even programs that you have written. Then, users can

The 1200 modem from Protek is particularly good for Prestel.



download the information. This means that you never know exactly what you'll find on the system. When you upload something, you can give it a price. Then, anyone who looks at your page or downloads your program will be charged that price.

It is possible for someone to put a price of £5 on a blank screen which has been happening recently. The advice from Compunet is not to download any charged page unless you know what it is, or someone has recommended it to you.

Among the more useful areas of Compunet, you'll find CompuCat, the official Micro Mouse rival. There's also The Jungle where users upload their own software, and the Software Park, for professional programs.

There's hints and tips pages, though the amount of information actually supplied by Compunet is small. They leave it up to the users to build the system.

For my money, the most interesting feature of Compunet is that you can play MUD — that multi user adventure game which we featured in C&VG a few months ago.

It's not cheap, though, at £5 to join and £3 an hour to play, but well worth it.

ELECTRONIC MAIL

If you are connected to Micronet or Compunet, you can send messages to another user of the same service. A charge is made for this on Compunet but it's free on Prestel.

You type the text on your keyboard and tell the system who you want it sent to. Then, when that person connects to Micronet or Compunet next time, they'll be told that there is a message waiting for them.

Prestel will be introducing a service next year where you carry a bleeper in your pocket. If a message arrives for you on Prestel, the bleeper makes a noise.

Sending messages of one kind or another is one of the most popular uses of Micronet. Their Chatline service consists of a BBC micro hooked up to Prestel. The idea is that you send Micronet a message and the BBC automatically formats it and publishes it within a couple of minutes.

HOW MUCH DOES IT ALL COST?

Before you even think about buying a modem, ask yourself whether you'll



The BBC micro "talking" to Prestel.

be able to afford the phone charges. Whenever you are logged in to Micronet or Compunet, your computer will be "on the phone" and your phone bill will be ticking away. You won't be able to receive any calls, either.

Check that the system you want to join has a local call number from the area where you live. Otherwise, you'll have to dial up full STD rates.

Using Prestel adds around £80 to my quarterly bill, though he warned that someone who became hooked on MUD ran up £3000 in phone charges in three months.

Make sure that you time your calls, and allocate yourself, say, half an hour per session. Dialling at local rates after 6pm costs just under 40p per hour.

Linking to Micronet starts at around £80 which buys you a modem for a BBC micro. The necessary software is included, although you can invest in a more powerful program so that you can access other worldwide databases.

The Spectrum modem costs £99.95, though you may find it discounted in some shops.

For a Commodore 64, you'll need a special cartridge for £49, then any modem will plug into the cartridge. Membership of Micronet and Prestel is £13 a quarter for home users.

The Compunet modem for the 64 costs £99 and includes a year's free membership.

WHICH COMMODORE MODEM DO I BUY?

The Micronet modem for the 64 can not be used for Compunet. However, you can use a Compunet modem to

hook into Micronet. So the best answer is to buy the Compunet modem. You'll need a special program downloaded from Compunet to allow you to use Micronet, which costs £5.

SPEED

Compunet is very slow. Even at this early stage, with just a few hundred members, it takes a long time for each page to come down the line. Prestel is much faster.

Compunet's database is very small when compared to Micronet. And remember that, when you join Micronet, you get the rest of Prestel as well.

If you already have a modem and want to see what Micronet is like, dial your local Prestel computer and use an identity number of 444 444 4444 and a password of 4444.

You can then get a free tour of Micronet.

WANNA KNOW MORE?

Micronet are at Durrant House, 8 Herbel Hill, London EC1. Tel 01-273 3143.

For information about the Compunet modem, you need The Information Centre, Commodore (UK) Ltd., 1 Hunters Road, Weldon, Northants NN17 1QX. Or call them on 0536 205558.

For details on the Compunet database, write to Compunet Tele-services Ltd at Metford House, 15-18 Chipstone Street, London W1. Their phone number is 01-637 0942.

PROFESSOR VIDEO'S



GAMES WORKSHOP

Welcome to Professor Video's Games Workshop — packed full of hints and tips about your favourite games. Rammer, the Prof. pays £5 for the month's top tip — so why keep your success at playing games a secret? Spread it around so everyone knows just how good you are! Write to Professor Video's Games Workshop, Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't delay — post your tip today.

PYJAMARAMA

This month's star prize — and the Prof's crisp £5 note! — goes to Richard Napier of Ballynahinch, Co. Down, N. Ireland, who has been stuck in Wally Week's nightmare for some time now. He woke up for a couple of hours to bring you these tips on his favourite game of the moment, *Pyjamarama*. Start here!

Get the bucket from the room under the second flight of stairs. Then go up the stairs, into the bedroom and out the door which leads into the room with the HELP button. Jump on the button and then walk through into the bathroom and past the tap. The bucket will now be FULL.

Return down both flights of stairs and walk through the furthest door. You will find yourself in a room full of motorised chickens! Exit left. Jump across the gap. Deposit the bucket in exchange for the fuel can. Go back the way you came and collect the pound coin on the table. Go back to the bottom of the stairs, into the kitchen, out of the side door, switch on the lift and into the room full of barrels. Go through the left door and go to the box marked "1". Jump on it and the lamp above will switch on, go out of the door and onto the first floor and then exit by the side door — where you'll find fuel! Pass over the machine and go back to the lift, set to "2" and go out again.

Now all becomes a little complicated (you mean it isn't already? Ed). Leave the fuel can in a quiet place. Use the penny from the change machine to get into the room at the top of the first staircase and take the hammer. Go down the stairs, reset the lift and go out.

Then go up both sets of stairs and into the bedroom. Exit by the side door, resetting the HELP switch. Go back down the stairs and into the lift room. Get the fire extinguisher in exchange for the hammer. Set the lift to "1" and go out of the far door into the tea chest room and out of the window. Carry on and exit at the far end, down the shaft. Avoiding bricks, go right and fall down. Run left, get the square key and exit left, leaving the extinguisher.

Go all the way to the second staircase, down it and exit by the side door into the snooker room, get the laser pistol — but don't leave the square key. Go out.

Now go down, reset the lift, go back up and reset the HELP button. Then go to the lift room, set to "3" and get the triangle key under the stairs.

Go back, set the lift to "1" and exit by the side door. Now gather all your strength together — dash over the tea-chests, dodge under the weight and grab the power pack. The laser is now fully

charged — if you've still got hold of it that is!

Now go out, reset the lift to whatever level you left the fuel on. You do remember, don't you? Leave the laser near the fuel can.

Now there is a brief interlude from all this messing about with fuel. Get the library ticket from the landing at the first set of stairs, go to the bedroom and swap it for the book (this gets you an extra 1%!) Now dash back to the laser and fuel can.

Go and reset the lift and the HELP button. Go to the lift room, under the second set of stairs — third screen along. Set lift to "3" — into rocket and zap! You're on the moon. Deposit laser in exchange for crystal. Go out of the door.

Now, says Richard, here we are, the clincher. How to get the lock off? He's tried everything but just can't work it out. Maybe someone out there can help him. And please act quickly. It sounds as if he's slowly cracking up under the pressure!

QUO VADIS?

Here we have some tips on the game which could win you a jewel of a prize — *Quo Vadis?* from The Edge. John Gold from Petta Wood in Kent has been slaving over the game and has come up with these playing hints.

• To kill all the monsters in one room, stay near the barrier. Run to safety if a monster gets too close.

• Kill all the monsters in each room on the way down. This makes coming back up a lot easier — and much safer!

• To negotiate large lava pits, stand as close to the edge as possible and then jump. To leap small lava pits, stand as far back as possible and then jump.

• If you are having trouble jumping, try pressing the fire button and moving the joystick until you are firing in the direction you wish to jump. Then release the fire button and hop to it. While this is slow, it works!

• When working your way down through the levels always try to follow the same route. This helps you get to know the monsters you'll encounter — and how to kill them quickly.

• Don't be surprised if you don't follow the same route back up as you used to get down through the levels — there are many one-way tunnels.

• Try to avoid monsters which come straight at you and require two shots to kill. These take a long time to get past and you'll use up a lot of energy.

FORT APOCALYPSE

Finally, some tips on the recently released import from the US, *Fort Apocalypse*, the favourite game of Kenneth Henny, of Enfield.

• Play the game with a stiff Atari joystick. You'll need some resistance for fire movements.

• When on the lowest level, low on fuel, teleport back to the second level and get out to the refuelling pad before continuing.

• When a chopper approaches you, firing, don't play a waiting game. Stand and fight! If you do run, approach the enemy from above. If you are below it and its fire misses, rise above it, turn and fire.

TASK SET!

THE BUG STOPS HERE!

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PRICEY GAMES

Mr Curoo from Clapham thinks that the price of games should be reduced. Often, he says, he pays around £7 for a game which turns out not to be worth the cassette it's recorded on.

If you see an advert for a game from a company you've not heard of, I'd suggest that you don't send off the game unless you see a good review of it in a magazine, or someone else recommends it to you. It's true that software is expensive. But, in among all the rubbish, you'll often find a real gem. We hope that C&VG helps you to sort out the difference between the two.

MANIC BUGS

Detlef Wecker is from Germany, though you can probably tell that from the name. Anyway, he's got a bug in his Amstrad version of *Manic Miner* if you reach a five-figure score like 10199 and then, next game, only reach 8745. The machine doesn't remove the first digit from the previous high score and you will get 18745 for your new high score.

CAVELON CHEAT

First this month is Sean Cordon from Letham, Fife. While hacking through Ocean's *Cavelon*, Sean found a routine which seems as though it was used by the Ocean programmers to test the game. Start the game and then hold down D,F,R,T,I,K and L until the screen says "Hi Chrs, what do you want?" Then, just press the number of the level from 1 to 8.

Are you sure you "just stumbled" on this tip, Sean, or do you have some inside information?

PLOTTING ON

Ian Turner from Bexleyheath, Kent, has a few variations on Sinclair's DRAW command for the Spectrum. Try typing Plot 100,50: DRAW 80,80,9999 for some interesting results. Also, try PLOT 40,87: DRAW 87,87,50000 or PLOT 128,5: DRAW 65,65,40000.

Thanks for those, Ian. If anyone else has any tips like this, send them to Bug Hunter and, you never know, we may be able to print them and bring you instant fame.

UNDERWURLD

Next Stuart Lendley from West Yorkshire, who wants to see even more reviews in C&VG, just like a certain other games magazine. Stuart starts by asking whether a Commodore or a Spectrum's the best computer to buy. The next part of his letter, though, offers some tips on *Underwurdle*.

Well, Stuart, you've almost answered your question yourself if you want to play games like *Underwurdle*, *Knight Lore* and other classics, it seems likely you'll have to buy a Spectrum. Or be prepared to wait six months for the Commodore conversion.

The sheer number of Spectrums around means that most software companies write their games for that machine to start with. This tactic may not be a bit with anyone who doesn't own a Spectrum, but that's what happens in the world of big business, I'm afraid. I don't like it either, though I do just happen to own a Spectrum!

MISTAKES? WHERE?

Unfortunately last month's Book of Games didn't manage to avoid the onslaught of the collective power of the Bugs and we have to admit to some mistakes. . . . sob! Our rigorous testing system didn't prove too much for them, and they sneaked a couple of slip-ups into the magazine.

Cosmic Pyramid, on page 39 of the Book of Games, is in fact for the Vic 20 and not for the Spectrum as we printed. We also credited the program to the wrong person. Apologies to the author, Paul Gill.

Another game, *Planet Lander* for the Vic, is a little faint and hard to read in certain parts of the program. If you have any problems, don't hesitate to send us a self addressed envelope and we'll send you a new copy.

UP THE BEANSTALK

Someone called T Clay who lives in High Wycombe, Bucks, has written in answer to our earlier plea about getting past screen two in *Jack and the Beanstalk*. As soon as you get to screen two, says Mr Clay, keep your finger on the "left" key until you are at the far end of the second brick. Then go to the top of it and work back until you reach the top of the screen. When you get the item, you work your way over to the far left of the screen. It's as easy as that!

OUT OF ORDER

Modi F El-Nadi writes all the way from Cairo, Egypt, to tell me that he's been playing tennis for almost six years now. Well, Modi, that's the longest tiebreaker that I've heard of. Anyway, enough of the awful jokes — he's found a bug in *Match Point*. Sometimes, during the game, when he plays a smash in or out of the service box but inside the singles court, the computer prints "OUT" and awards itself the point. If anyone knows why this happens, or has a spare glass of barley water for Modi, let me know.

BOULDERDASH

Frazer Wild thinks he's found a bug in *Boulderdash*. On cave D, he says, you need 34 jewels to complete the screen. There are four butterflies which should make nine jewels each, giving a total of 36 jewels. But the first only gives six jewels, leaving our hero three short and unable to collect the screen. I haven't heard of this bug before, Frazer, though I'm sure that if anyone else has the same problem they'll get in touch.

That's about all we have time for this month. If you have a tip or suggestion that you think belongs on this page, or you need help with a listing from C&VG, just write to me at the address on the top of the page. You can leave me a message on 01-251 5633, or contact the Bug Hunter on Micronet on Mailbox account 012784554.

BY ROBERT SCHIFFREEN

[illegible]

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- **PIXEL PAINTER** Ann Hughes of Psion demonstrates the mind-bending intricacies of the Match Point and QL Chess graphics
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DAILY Mirror

Special

TOP 30 SOFTWARE GAMES OF 1984



THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE	Publisher	Computer		(Also Available on)						
							SPECTRUM	VIC 20	COMMODORE 64	ELECTRON	ATARI	ORIG	BBC
1	2	2	GHOSTBUSTERS ACTIVISION		COMMODORE 64	•	•						
2	1	8	DALEY THOMPSON'S DECATHLON OCEAN		SPECTRUM	•	•						
3	-	1	STAR STRIKE REAL TIME		SPECTRUM	•							
4	-	1	ELITE ACTIVISION		ELECTRON					•			
5	-	1	RAID OVER MOSCOW U.S. GOLDACCESS		COMMODORE 64	•	•						
6	-	1	PYJAMARAMA MICRO GEN		SPECTRUM	•							
7	4	6	ELITE ACTIVISION		BBC					•			•
8	-	1	MATCH DAY OCEAN		SPECTRUM	•							
9	-	1	SWOOT DATE MICRO QUEST		SPECTRUM	•							
10	14	2	SWOOT DATE MICRO QUEST		SPECTRUM	•							



THIS TOP 30 HAS BEEN COMPILED
FROM CHART INFORMATION
SUPPLIED BY
N.O.P. MARKET RESEARCH LTD
BETWEEN 6th FEBRUARY
AND 19th DECEMBER 1984



6	-	1	MATCH DAY OCEAN	SPECTRUM	•
9	-	1	BOOTY FIREBIRD	SPECTRUM	•
10	14	2	SKOL BAZE NUCLO SPHERE	SPECTRUM	•
11	5	9	DALEY THOMPSON'S OCEATHLON OCEAN	COMMODORE 64	•
12	-	1	HUNCHBACK IN OCEAN	SPECTRUM	•
13	8	6	CHILLER MASTERTRONIC	COMMODORE 64	•
14	3	3	KNIGHT LORE ULTIMATE	SPECTRUM	•
15	11	3	SELECT ONE COMPUTER RECORDS	COMMODORE 64	•
16	8	14	BEACH HEAD ACCESSU.S. GOLD	COMMODORE 64	•
17	-	1	COMBAT LYNX NEW GENERATION	COMMODORE 64	•
18	17	2	SELECT ONE COMPUTER RECORDS	SPECTRUM	•
19	-	1	AIR WOLF ELITE	SPECTRUM	•
20	15	8	BEACH HEAD ACCESSU.S. GOLD	SPECTRUM	•
21	-	1	PEARLS OF WILLY SOFTWARE PROJECTS	VIC 20	•
22	10	2	CYCLONE VORTEX	SPECTRUM	•
23	20	4	BMX RACERS MASTERTRONIC	SPECTRUM	•
24	-	1	SCRAMBLE 64 INTERCEPTOR	COMMODORE 64	•
25	-	1	BOOTY FIREBIRD	COMMODORE 64	•
26	28	2	OOOIMDANK'S REVENGE BEYOND	SPECTRUM	•
27	-	1	JET SET WILLY SOFTWARE PROJECTS	COMMODORE 64	•
28	12	3	UNDERWORLD ULTIMATE	SPECTRUM	•
29	23	4	COMBAT LYNX OURRELL	SPECTRUM	•
30	26	2	JET SET WILLY SOFTWARE PROJECTS	SPECTRUM	•

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HERO

GAME OF
THE
MONTH

BY PAUL GILL

RUNS ON A VIC 20 IN 3.5K



Becoming a hero in this day and age is no easy job. There are so few opportunities for an aspiring hero to make a name for himself that many would-be knights in shining armour pack it all in and become bank clerks.

So, *COVG*, with the help of Paul Gill, have designed a computer game to keep ambitious and over-active heroes in good shape until their day of triumph finally arrives.

Your task is to enter a fortress guarded by soldiers of the evil Baron von Hell and rescue the beautiful Princess Elena who he has locked away in the east tower of the fortress as ransom for taking over the neighbouring king's country from him.

Arrows, swords, chasms and crocodile-infested pits have to be negotiated before you can rescue the fair princess and claim the title of Hero of the Land!

PART I

```
10 PRINT "POKE36879,25"
20 PRINT "POKE36879,25"
30 PRINT "GO TO PLAY HERO THIS"
40 PRINT "PROGRAMME MUST BE RUN FIRST-IT"
50 PRINT "TCH'S OFF THE COMPUTER."
60 PRINT "WHEN IT HAS DONE SO YOU MUST"
70 PRINT "PRESS SHIFT AND HIT THE RUN/STOP KE"
80 PRINT "POKE36879,25"
90 PRINT "POKE36879,25"
100 PRINT "POKE36879,25"
110 PRINT "POKE36879,25"
120 PRINT "POKE36879,25"
130 PRINT "POKE36879,25"
140 PRINT "POKE36879,25"
150 PRINT "POKE36879,25"
160 PRINT "POKE36879,25"
170 PRINT "POKE36879,25"
180 PRINT "POKE36879,25"
190 PRINT "POKE36879,25"
200 PRINT "POKE36879,25"
210 PRINT "POKE36879,25"
220 PRINT "POKE36879,25"
230 PRINT "POKE36879,25"
240 PRINT "POKE36879,25"
250 PRINT "POKE36879,25"
260 PRINT "POKE36879,25"
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700 PRINT "POKE36879,25"
710 PRINT "POKE36879,25"
720 PRINT "POKE36879,25"
730 PRINT "POKE36879,25"
740 PRINT "POKE36879,25"
750 PRINT "POKE36879,25"
760 PRINT "POKE36879,25"
770 PRINT "POKE36879,25"
780 PRINT "POKE36879,25"
790 PRINT "POKE36879,25"
800 PRINT "POKE36879,25"
810 PRINT "POKE36879,25"
820 PRINT "POKE36879,25"
830 PRINT "POKE36879,25"
840 PRINT "POKE36879,25"
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910 PRINT "POKE36879,25"
920 PRINT "POKE36879,25"
930 PRINT "POKE36879,25"
940 PRINT "POKE36879,25"
950 PRINT "POKE36879,25"
960 PRINT "POKE36879,25"
970 PRINT "POKE36879,25"
980 PRINT "POKE36879,25"
990 PRINT "POKE36879,25"
```

PART II

```
5 FOR I=1 TO 5: IF I=1 THEN HI(1)=1800: HI(2)=1800: HI(3)=1800: NEXT I
10 PRINT "POKE36879,25"
20 PRINT "POKE36879,25"
30 PRINT "POKE36879,25"
40 PRINT "POKE36879,25"
50 PRINT "POKE36879,25"
60 PRINT "POKE36879,25"
70 PRINT "POKE36879,25"
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950 PRINT "POKE36879,25"
960 PRINT "POKE36879,25"
970 PRINT "POKE36879,25"
980 PRINT "POKE36879,25"
990 PRINT "POKE36879,25"
```


GAME OF
THE
MONTH

HERO

```

154 IFP>160RP(5THENP1=-P1
155 POKE36877,228 POKE36878,17-P
156 PRINT" ",TAB(P/R)*POKEF+C,3 POKEF+C
+22,3 POKEF,H POKEF+22,B
158 RETURN
160 FORT=1T04 POKES(T),32,S(T)=S(T)+SU U
=U+1 POKES(T),12 POKE36876,120+U*3 NEXT
162 IFU>12THENSU=-SU U=0
164 RETURN
166 GOSUB140 GOSUB146 RETURN
168 GOSUB140 GOSUB160 RETURN
170 GOSUB140 GOSUB146 GOSUB160 RETURN
171 GOSUB140 GOSUB152 RETURN
172 GOSUB140 GOSUB146 RETURN
174 POKEF,14 POKEF+22,14 F=F+22+J.POKEF+
C,3 POKEF+C+22,3
176 POKEF,H POKEF+22,B IFPEEK(F+44)=32TH
EN980
178 R=0 GOTO100
180 GOSUB140 GOSUB152 RETURN
750 POKE36874,0 POKE36875,0 POKE36876,0
POKE36877,0 POKE36878,15
751 POKE4249,H POKE4271,B POKE4293+C,5 P
OKE4293,13,SK=SK+1 SM=SM+1 IFSK=11THENB2
B
752 PRINT"*****DING' DING'" PRINT"*****
*****BONUS*****"
753 FORT=1T06 FORT=230T0240 POKE36876,1
NEXTI,I POKE36876,0
754 B0=B0-10 SC=SC+10 POKE36874,234 GOSU
B800 POKE36874,0 IFB0>9THEN754
755 POKE36874,25 FORT=1T0100 NEXTI POKE
36874,0 FORT=1T0500 NEXTI
758 PRINT" " POKE36879,25 PRINT"*****
*****HERO***** POKE36869,192
700 PRINT"*****SCORE*****"
761 IFSC>1000ANDVEX=0THENLI=LI+1 EX=1
762 PRINT"*****EVEL*****"

```

```

764 PRINT"*****MEN - L:
766 FORT=1T02000 NEXTI
768 GOTO500
800 SC=STR$(SC L=LEN$(SC) SC=LEFT$(8
8000",7-L)+RIGHT$(SC,L-1
805 PRINT"*****BO***** TAB(16*SC)
810 RETURN
820 PRINT"*****WELL DONE***** PRINT"YOU
RESCUED THE" PRINT"*****DAMEL*****"
822 FORT=1T03 FORT=190T0235STEP2 POKE368
76,1 FORT=1T010 NEXTI POKE36876,0 NEXTI
+
914 PRINT"***** POKE36879,42
926 PRINT"*****TAB(9)*****
928 PRINT"***** TAB(7) *****"
930 PRINT"*****TRUE *****"
932 SC=SC+BO IFLI<4THENLI=LI+1 SK=1
940 PRINT"*****SCORE*****" SC FORT=1T0100,SC
=SC+10 POKE36875,234 POKE36875,0
942 PRINT"***** SC NEXT
944 POKE36875,25 FORT=1T0250 NEXTI POKE
36875,0 FORT=1T01000 NEXTI SK=1 GOSUB800
307050
900 POKE36878,15 V=0 P=32 P1=32
902 FORT=1T04541STEP22 POKEF,P POKEF+22
P1 F=F+22 P=PEEK(P) P1=PEEK(P+22)
904 POKEF,H POKEF+22,B
910 POKE36876,230-V V=V+1 FORT=1T020 NEA
11,7
911 POKEF,P POKEF+22,P1 POKE36876,0 POKE
2=877,230 FORT=1T0200 NEXTI POKE36877,0
914 LI=LI-1 IFLI=0THEN910
917 DATA195,800,0,80,195,600,0,80,195,20
0,195,800,0,80,203,600,201,200,0,80,201,
0,195
918 DATA200,0,80,195,600,0,80,195,200,0
80,195,1000
917 FORT=1T0250 NEXTI 307050

```



HERO

[illegible]

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3-D Graphics

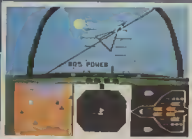
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game using intelligent play in the
computer. Routes are
by the program in advance
Big A



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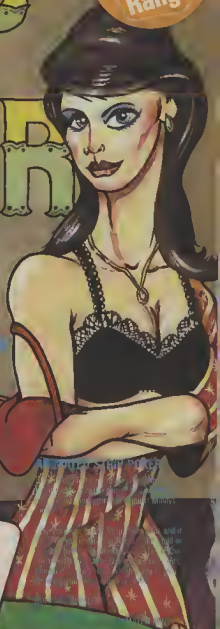
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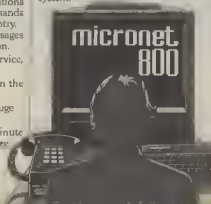
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10 CLS PRINT
20 PRESENTS
30 PAUSE 25 BEEP 10
40 PRINT AT 3 0 INF 0

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CRACKPOT CLIMBER!

BY GARY NAZARETH

Your town has been raided by the invading Urdi tribe from across the ocean and the town has been left in ruins. The temple has been wracked and looted, the High Priest murdered and the Gasket of Relics stolen. This is your tribe's most highly treasured religious symbol without which great bad luck will fall upon your people.

You have been chosen, as the bravest and most ferocious warrior, to take on a secret mission into the heart of the Urdi's kingdom and recover the Gasket of Relics.

After days of sailing across the ocean and trekking across mountainous forests, you have reached the temple where your tribe's Gasket has been hidden. The most difficult part of your mission now faces you. Numerous ledges must be climbed and fanatical guards avoided at all costs if you are to succeed in your holy quest.

Full instructions are included in the listing.

```

30 PRINT AT 20 1: PRESS ANY KE
FOR INSTRUCTIONS. PAUSE 0
40 CLS PRINT AT 4 3: INSTRUCTIONS
50 PRINT AT 7 0: INK 1: PLATFORMS
JUST CLIMB UP THE PLATFORMS
AND COLLECT THE GASKETS
FROM THE BOX AT THE TOP. NOT
AS EASY AS IT SOUNDS BECAUSE
YOU ARE UNDER A CONSTANT
ATTACK BY THE GUARDIANS OF
THE BOX. THE GASKET WILL RISE AND
TO KEEP YOU AWAY.

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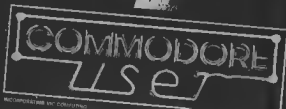
Z=LEFT X=RIGHT SPACE=JUMP
KEMPSTON JOYSTICK COMPATIBLE

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60 PRINT AT 21 5: PRESS ANY KE
FOR FLAVY. PAUSE 0
70 FOR F=0 TO 10: READ X: POKE
80 A+F, X: DATA 52, 52, 50, 51, 55
90 NEXT F
100 FOR F=0 TO 10: READ X: POKE
110 A+F, X: DATA 52, 52, 50, 51, 55
120 NEXT F
130 FOR F=0 TO 10: READ X: POKE
140 A+F, X: DATA 52, 52, 50, 51, 55
150 NEXT F
160 FOR F=0 TO 10: READ X: POKE
170 A+F, X: DATA 52, 52, 50, 51, 55
180 NEXT F
190 FOR F=0 TO 10: READ X: POKE
200 A+F, X: DATA 52, 52, 50, 51, 55
210 NEXT F
220 FOR F=0 TO 10: READ X: POKE
230 A+F, X: DATA 52, 52, 50, 51, 55
240 NEXT F
250 FOR F=0 TO 10: READ X: POKE
260 A+F, X: DATA 52, 52, 50, 51, 55
270 NEXT F
280 FOR F=0 TO 10: READ X: POKE
290 A+F, X: DATA 52, 52, 50, 51, 55
300 NEXT F
310 INK 2: C

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Commodore User

“However well you do, the game remains exciting, nail biting stuff! In space no one can hear you scream” the blurb says. My neighbours aren’t so fortunate — I’ve been giving them a hard time. But who needs neighbours with entertainment like this?”

Personal Computer World

“The screen display is split into three areas: a map of each of the ship’s three levels; a report monitor which displays the ship’s and crew’s status (who’s next on the Alien’s menu); and a command monitor. The command monitor presents you with the instructions available to you; these can be selected with a joystick. This is a particularly nice feature of the game as it eliminates typing errors.

The Alien you encounter can either be a timid beastly or a blood-curdling monster, and no doubt the intensity of your screams will reflect this.

From beginning to end you’re looking over your shoulder.”

Games Computing

“The game follows the track of the film quite closely, with a large number of variations. (If you knew exactly what was going to happen the game would get very boring.)

The game is basically of a strategy type with adventure bits thrown in as well.”

Your Commodore

“The novice will require a few attempts to become accustomed with the game but the authors have thoughtfully provided a short scenario option for the space-rodok.

The cassette is accompanied by a booklet giving clear instructions for play and a summary of the film. To appreciate the game’s subtleties, it will help to have seen the movie which would also give the player some idea of what to expect. I hid under my cinema seat first time round — the game is true to the film. Only the bravest players should confront the Alien in the small hours of the morning. I’ll say no more — the hairs on my neck are bristling again.”

Home Computing Weekly

“At first I was disappointed as Alien is neither wholly adventure nor arcade, but after playing several times I can say that this game grows on you. The sound effects add to the suspense as does the sudden arrival of the monster.”



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SNAIL SWITCH

While Albert has been lounging in front of his TV, the snails have been busy squirming and sliding around in his box of plant labels. Each used to have the name of something Albert would be planting but the slimy specimens have rather messed things up.

First, they took the letters of each item and rearranged them into alphabetical order on the label. Then along came Percy, the plastic-eating parasite, who neatly snipped each label in half. Thus APPLES would end up as AEL PPS

The slugs excuse-me at the New Year's Dance served to thoroughly muddle the labels up so you could save Albert a few minutes by writing out fresh labels for him — if you can work out what was originally on them, of course!

A

As March gales hewl, thoughts of spring arise, along with the sap of new growth, and Albert's mind is pushed towards his allotment, mainly by Nora prodding him with a fork.

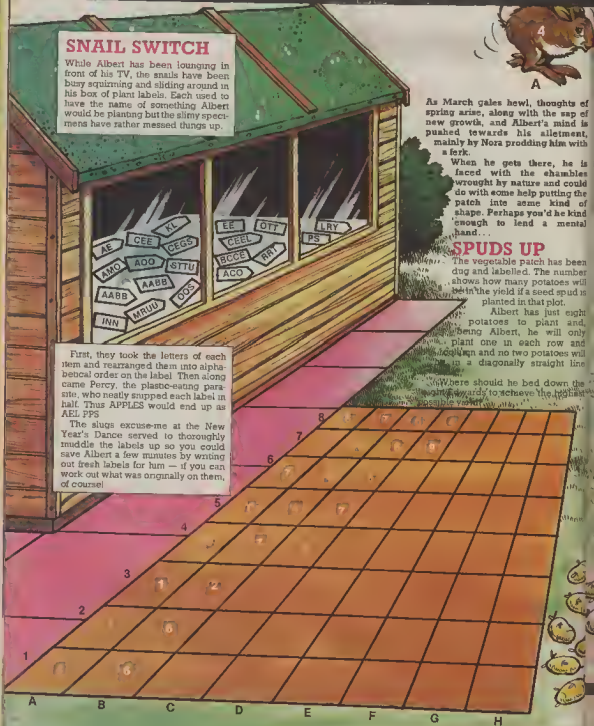
When he gets there, he is faced with the shambles wrought by nature and could do with some help putting the patch into some kind of shape. Perhaps you'd be kind enough to lend a mental hand...

SPUDS UP

The vegetable patch has been dug and labelled. The number shows how many potatoes will be in the yield if a seed spud is planted in that plot.

Albert has just eight potatoes to plant and, being Albert, he will only plant one in each row and one in each column and no two potatoes will be in a diagonally straight line.

Where should he bed down the potatoes to achieve the most possible yield?





B C D E F G H I J K L

THE SOZZLED SPARROW

Another of nature's little games which has Albert leaning in a ruminative way on his fork instead of heaving compost is the trail left by a sparrow after the



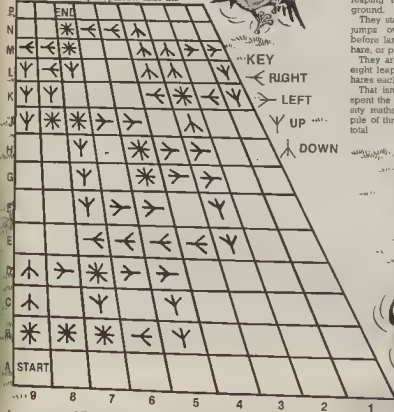
JUMPING HARES

Before Albert can begin to concentrate, he must do something about the dozen hares which, true to form, are leaping madly about in the back ground.

They start off in a line and a hare jumps over exactly three others before landing on the next available hare, or pile of hares.

They are trying to end up, in just eight leaps, with four piles of three hares each.

That isn't too difficult but, having spent the winter on an Open University maths course, they want every pile of three hares to have the same total.



KEY

→ RIGHT

← LEFT

↑ UP

↓ DOWN



recent snowfall.

The bird had imbibed too freely of the juices from a rotten apple and in a highly inebriated state had staggered, hopped, spilt, around the strawberry patch.

The footprint shows the direction he took through all the places he passed through once only and the asterisks (*) show places he visited more than once.

Completely sloshed as he was the poor bird couldn't take off and fly at all, nor was he capable of making a U-turn. Which means that at each square he either went straight on or turned right or left only.

What Albert is trying to do is work out the shortest path the sparrow could have taken from start to end of its staggering journey. Can you work it out?

FOR RESULTS PLEASE, TURN TO PAGE 117



You
my rap
I shoot

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CLIFF HANGER

AUTHOR - JAMES DAY ORIGINAL MUSIC - BRIAN DOE

Thrill to the cartoon style action of Cliff Hanger, a really original, Wild West game. As Cliff the hero, you've got to stop the bandito shooting up the canyon. But with its own brand of wacky cartoon action fun, things simply aren't as they seem in Cliff Hanger. For a start, the boulder you throw at the ol' bandito may just come bouncing back at you.

Cliff Hanger incorporates all the elements that have made New Generation games best sellers for the Spectrum, such as original ideas, superb graphics and hilarious happenings - but now it's available first for the Commodore 64.

Featuring 50 separate screens, three levels of difficulty, one or two players scoring, Hall of fame and joystick compatibility or user defined keys, Cliff Hanger is set to be **THE** Commodore games playing sensation. Available from any good software store for just **£7.95**.

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Shoot the Rapids

AUTHOR - PAUL BUNN

Ever wondered what it would be like to face the fierce white water in a top class canoeist slalom run? Well wonder no more because you can enjoy the fast action thrill of competitive canoeing from the comfort of your own armchair with Shoot the Rapids.

It's a game that involves real skill because you must move your joystick to simulate paddling action. You must get through the gates of the slalom course in the fastest time possible, while avoiding the river bank and rocks. There are also extra hazards like rogue speed boats and interfering beavers to worry about.

This multi level game features increasingly difficult river courses with superb graphics and smooth scrolling along the river.

Qualifying times have to be reached to move onto the next course.

With Hall of Fame, one or two player scoring and joystick compatibility, Shoot the Rapids is probably the best sports action simulation game devised to date. Available from any good software store for just £7.95.

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Each time the pinball world settles down to normality Williams have a pleasant habit of shocking it back to life. With the current price of the pound against the dollar, a new pinball is selling at £1,750 plus VAT. At those kind of prices the operator can no longer afford the luxury of ordering the live latest pins. He must be certain that the machine he is buying is going to be a real money taker. Williams' *Space Shuttle* is such a machine.

The game features excellent pulsating sounds and it is nice to hear the return of the voice, absent from Williams' last few games. The voice featured is that of Mission Control which talks you nicely through the game. The back flash artwork depicts the *Space Shuttle*, and there is a 3D model of the shuttle on the playfield.

I have a bad habit of only reviewing American machines. This is to be immediately rectified, as I review a machine from Europe's top manufacturer, Zaccaria of Italy. You may have seen *Farfalla*, *Magic Castle* and *Devil Riders* in your local arcade. All of these machines are feature packed, but share the one innovative feature, whereby the player has to complete a sequence to drop the ball into to allow access to the top playfield. Their latest release is entitled *Robot*—check this one out. The artwork normally there is above average and the playfield is amazing. There is a tunnel running above the deck, across the land, and the Robot Bridge which runs the ball up and across the playfield. It's difficult to say the least.

The annual arcade show, The Amusements Trade Exhibition, designed to whet the appetites of arcade owners, made its debut early this year at Olympia in London. Clare Edgeley went to have a look round and to bring you news of some of 1985's hot new games including news from Luke Skywalker in *The Empire Strikes Back*. Word is out that a brand new racing game, *GP World*, is about to hit the streets as rival to *TX-1 Plus*—what you've always wanted to do—lose your marbles in a whacky game called *Marble Madness*.

DON'T LOSE YOUR MARBLES!

Somewhere, in a galaxy far removed from anything we as earthlings know, exists a planet with a very basic life form whose one aim in life is to beat its contemporaries in a race from the top of its city to the bottom.



You cannot get anything much more basic than a marble, and a new and original game from the Atari studios was launched at the ATE show—*Marble Madness* featuring these useless round objects.

The race course is suspended in mid-air and seems to be composed entirely of narrow funnels and gang planks from which it is all too easy to roll off into a bottomless void.

Control of your marble is simple. A track ball provides a 360° control of the ball's movements. Rolling it upwards will decrease the marble's speed and rolling downhill will increase it.

Various obstacles are placed in the ball's path and it will take a little practice to be able to get around these. Beware swinging trap doors and Sinkias—they like nothing better than to gobble up your marble as it passes through the sinking zone.

There are six different

waves of increasing difficulty levels, each with its own landscape. Expect the unexpected when dealing with marbles. Should you fall down a level, the ball will shatter and crumble to dust, whereupon a dustpen and brush will appear to sweep away the debris. A new ball will appear at the spot the old one went over the edge.

Although it's fun playing against the computer, where you have a set time to finish the course—a two player game is more exciting as you can do the dirty on your partner by bumping him into space whenever possible.

Its very simplicity should make *Marble Madness* a hit in the arcades.

Watch out for it, it's very playable. The next time you lose your marbles—you'll know where to find them!

THE EMPIRE STRIKES BACK!

Once again, the fate of the Rebels lies in the capable hands of Luke Skywalker and Han Solo as they fly across the frozen wastes of the planet Hoth to bring the Empire to its knees.

At last, Atari has launched *The Empire Strikes Back*, the middle section to the Star Wars trilogy where the forces of good and evil battle for supremacy.

Many of you will have seen the film and the game follows sections of it closely. For those who haven't, Luke Skywalker is being trained to the status of a Jedi Knight so that he can help a small band of rebel warriors defeat Darth Vader and his Imperial Forces.

You play the part of Luke

who is betting to destroy the gargantuan Imperial Walkers, great monsters resembling a cross between the horse of Troy and massive metal cements. The only way to annihilate them is to blast their controls and so render them incapable or to throw tow cables around their legs to bring them crashing to the ground.

Not a moment to relax. No sooner have the Walkers gone than Darth Vader sends bands of Probots against Luke in his Snow Speeder. If these monsters are not destroyed, the men operating them will transmit a message to Darth Vader informing him of the whereabouts of the Rebel base. Blasting Probots is no easy task as they return Luke's laser fire in an attempt to wipe out his shields.

Action then switches to space where the Millennium Falcon, under the control of Han Solo, is fighting with enemy Tie-Fighters. Han has one other job to do and that is to evacuate the rebels on Hoth and transfer them to a place of safety.

The ultimate aim is to help Luke gain full Jedi status and to do this you have to destroy a given number of targets. Each time the targets are destroyed you will earn the letters J-E-D-I.

The scales is now complete in one afternoon, you will be able to re-enact the film and help Luke to destroy Darth Vader once and for all by going on to complete his quest in *The Return of the Jedi* (C&VG Dec '84). May the Force be with you.



THE PERILS OF A PAPER ROUND

Getting up early in the morning to do a paper round is hard at the best of times, but in some areas it's downright suicide. Only the toughest will survive.

The going gets really rough when you have to ride up Hard Way in Atari's *Paperboy*. Medium Road and Easy Street aren't exactly a bundle of fun either. They're probably the toughest streets on any paperboy's round.



And the hazards. An army assault course is peanuts compared to what these guys have to go through. With a heavy load of papers balanced precariously on the handlebars, the aim is to throw the morning papers into the mailboxes and porches of those houses on your round. You can always tell your houses — they are painted in light colours. Those who aren't your customers are in dark colours and have welcoming slogans like "Gat Lost" on their doormats. These people are treated with derision and extra points can be scored by aiming the papers at windows and other targets to cause as much constructive damage as possible.

Watch out for other kids breakdancing on your route, playing around with remote controlled toys, loitering dogs, hedges and workmen and especially cars.

It's easy to get distracted and then — CLUNK — you come to in a heap on the sidewalk.

A neat innovation has been

added to *Paperboy*'s controls. Gons are the standard firebuttons and joystick — jutting out from the cabinet is a set of bicycle handlebars complete with non-slip rubber grips and a tiny fire button for throwing the papers.

Pushing the handlebars forward, in a manner of most joysticks, will increase your speed and pulling back will reduce you to an almost falling off wobble. Sudden braking can produce a beautifully controlled skid if you're good enough. If you aren't — too bad.

Should you manage to complete your street by delivering the right papers to the right houses, you'll be rewarded with the paperboy's training course, which takes the form of a BMX assault course, full of jumps and obstacles. A group of friends will be awaiting at the end of your grueling ride to welcome you back to safety for another day.

You start off the game on a Monday morning and if you can prove yourself you'll join the ranks of successful riders and will carry through to Tuesday and so on through the week. When the new week starts, you will have to contend with Medium Road and eventually Hard Way, each of which offers more and more scope for your nerve and ability to ride out of trouble.

If this is what a paper round is really like — you'll take my advice and stay safely tucked up in bed. Only daredevils need apply to ride this course.

WHY NOT GET ON THE RIGHT TRACK?

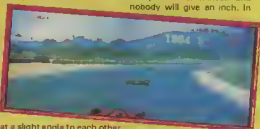
Racing games and sports themes have cornered the market in the arcade world and, not to be outdone, Sega has come up with an exciting new game which, if a success, will surely rival Atari's *TX-1*.

GP World, one of the only laser disc games at the show, is another Grand Prix



reing game incorporating some new features. It is dual screened and offers you the chance to try your prowess behind the wheel round three circuits ending up, funnily enough, with the Mount Fuji race circuit in Japan — a feature which is included in almost every other racing game.

The cars are superimposed graphics sat on real film of the three tracks. Taken from the driver's view — close to the ground — it produces a very realistic affect, made doubly so by the two super wide screens the game incorporates. These are sat



at a slight angle to each other so that when sitting in the driving seat you have an incredibly wide view of the track unfolding in front of you with only a slight line down the centre to show the join. However, if you are viewing the game and standing a little to one side, you get a distorted view as if a chunk from the middle is missing.

As well as the usual high/low gear, you also have an accelerator, brake and three dials on the dashboard to add an extra touch of realism. They give you your fuel, revs and oil status at any time throughout the race, though from experience the last thing you

want to do when traveling at break-neck speed is to tear your eyes away from the track — even for an instant.

Before you can enter the Grand Prix of your choice, you have to participate in a preliminary race. It's fairly easy to get through and if you don't have too many blow-outs and pile-ups you'll be well on your way to victory and a good position at the start. The green light flashes, engines rev, foot down and you're off, travelling at a suicidal speed towards the first chicane. Watch out for the cars in front of you and those coming up alongside — it's every man for himself and nobody will give an inch. In

the actual race, you have to complete two circuits within a given time to qualify for the next race.

The game handles well although it is very easy to over-correct when in a skid. The controls are very sensitive and a heavy hand on the steering wheel will be enough to send you out of control and out of the race. The background which was shot on location flashes past as you whizz along and you barely have time to marvel at the scenery.

GP World is probably the closest simulation to a Grand Prix race that you are likely to find in the arcades at the present.



The American computing field seems to be constantly changing. Not content to just add or adapt a bit from year to year like a television set, each couple of months seem to bring new turmoil. How does this affect the computer enthusiast, the gamer? We have a lot in common with you folks in the UK. We're all interested in computers, software and what makes the gaming world tick. I'll try to talk about some of the things that are happening and changing here, that might affect you as well.

Publishing a computer magazine in the US doesn't seem very profitable lately. Dozens of once-thriving titles have disappeared. There are less than three like *C&VG* now — a few months ago there were more than 20. And greed is part of the reason. Computers seemed like such a good thing that every publisher and his mother got in on the act. Reporter, Denise Caruso, of *Infoworld* (the weekly computer newsmagazine) agrees. "I think that what happened is that people saw a boom but they oversold themselves, and a lot of companies did the same thing. Enthusiasm was high," she continues, "but everybody got scared when growth slowed down. Remember, we're not dealing with marketing professionals — a lot of the people were new to this, more entrepreneurs than computer specialists." Caruso feels that too many people couldn't take realizing that the golden egg had some lead in it and went around screaming that the sky was falling. And just like Chicken-Little, enough screams provoked a bad response.

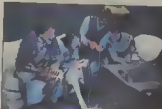
My feeling is that, while you don't need to know everything about a computer in order to publish a magazine about it, there does have to be a love for the subject. It looked like too many publishers decided that they needed a computer magazine because there seemed to be outstretched hands holding

dollars. But where was the understanding of the reader's needs? I think that the survivors will be the "old-timers," the magazines that feel their readers deserve quality and even-handedness.

One of the obvious signs that things weren't going well with the industry in general was the crashing of Atari. Warner Communications, the parent company, suffered huge losses — perhaps, among other reasons, because they thought people would buy "movies" made into video



PO — The Party Quiz Game



games. But the American consumer didn't spend his or her dollars on adaptations of *Raiders from the Lost Ark* or *ET*, the *Extra Terrestrial Competition* from numerous companies (some making awful games), plus a movement away from the VCS machine didn't help either.

The final result was that Jack Trameil was able to snap up the ailing company. Trameil is best known for his amazing salesmanship which turned Commodore into the top dog of the low-end computer heap. He didn't buy the company for peanuts and there's an estimated 400 million dollars in debts to deal with. But nobody thinks Trameil did it for laughs — he is a man who gets what he wants and turns a profit in doing so. The question is — will the millions of Atari users also profit? Right now nobody seems to know anything. Atari is like the *Sleeping Beauty*.



Championship Lode Runner

awaiting the kiss. The holiday season may see some life, some indication of what is going to happen. But for now — Atari sleeps on.

Time to move on to some of the great new games that have appeared. Trivia board games have become quite a rage here in the States and software companies have been rushing to get their versions out on the market. One of the best of those currently available is *PQ — The Party Quiz Game*, from Suncom (available for IBM, Apple, Atari and Commodore). I like it for a number of reasons, the first being that hand controllers come with it. You don't have to touch the computer at all. The designer obviously thought ahead because four controllers can be used, even with the two-slot Commodore. The game uses bright graphics and a moving "time bar" to count down as the questions and possible answers are displayed. An option lets everyone score for a right answer which makes the game more enjoyable for groups. Since my 81-year-old uncle can't read the screen as fast as I, a handicap feature slowed me down (he beat the pants off me, by the way). The program comes with a "General Edition" disc and other types of question areas are forthcoming.

I saw the worst example of breakdancing in France last April. Four guys were making themselves look

very silly as they tried to perform in a street of Montmartre, while a crowd watched with sour looks. Now I can't jump on my head (or turn flip/flops either), but fortunately Epyx software has a way for me to still try it out. Their *Breakdance* program features a series of action-oriented games in which your surrogate dancer can spin his way to high steps and scores. You can also record and play back a sequence you've created. Different New York street scenes liven up the action and the jazzy, funky music is very entertaining. Epyx has also come out with a most desired cartridge that speeds up the disc drive operation of the Commodore. It is compatible with most software and is really a must for players of interactive adventures.



Championship Lode Runner — the book

From Electronic Arts comes *Realm of Impossibility*. This is an enhanced version of the same author's *Zombies*, wherein you navigate through three-dimensional rooms, casting spells in your search for points and treasures. What I find most refreshing is that, like *PO*, *Realm* invites two players to participate with each other rather than compete. Two playing together doubles the fun and both must work together in order to succeed. One player can also resurrect the other from a premature death. Some games encourage the player to sit huddled up, alone. *Realm*, however, seems made for twosomes.

Sega has released two favourites from the arcades for the Commodore and Atari — *Spy Hunter* and *Tapper*. *Spy Hunter* is a combination of *Turbo* (with less awesome graphics) and a James Bond adventure. You race across a vertically scrolling road, pursued by a variety of enemy vehicles. A wily helicopter dropping bombs (with corresponding crates in your path) must also be dodged. A

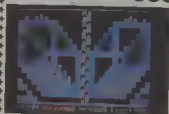


van can be docked with to supply weapons such as forward machine gun, rear smoke screens and oil slicks. There are even times when you can change into a speedboat. Controls can be either keyboard or joystick, with a second joystick necessary to activate the rear weapons. This would normally be impossible to handle, but Sega conveniently supplies a special bracket with purchase that joins the sticks together. The game translates well from the arcade and is a must for racing/shooting fans.

Tapper deals with supplying a barful of thirsty patrons with drink while cleaning up after them and trying to maintain your cool. The animation is excellent on the disc version, even the limited memory cartridge looks good. Eye/hand coordination was never so vital as here. The "personalities" of the various patrons are hilarious.

After you've gotten through *Tapper* unscathed, it's time to push your skills to the limit and take on *Championship Lode Runner* (Commodore 64). The very popular *Lode Runner* had you infiltrating treasury rooms in search of gold that had to be kept from the Bungeling Empire, as evil guards dogged your every step. There was also an option to create your own treasure rooms. *Championship* pushes your ability to the limit with 50 rooms. Besides making a hint book available, Broderbund will also send you a personalized Champion Certificate if you complete all 50 levels, but you'll need the special password that only appears at the end. It's a good thing you can save a game in progress. Climbing jumping fans — take note of this one.

That's about it for now. I want to hear your comments and suggestions on what you'd like to read about in this column. Please feel free to write to me c/o *Computer & Video Games*. I may not be able to answer everyone personally — but I'll sure try.



Championship Lode Runner

Championship Lode Runner
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Broderbund and Electronic Arts games are available through AnolisSoft in the UK. *Breakdance* is available from CBS Software, while *Tapper* is on the US Cold label in this country.

The Author
When he's not operating his photographic studio in New York, Marshall M. Rosenthal is a computer columnist for a number of publications dealing in computers, video and technology.

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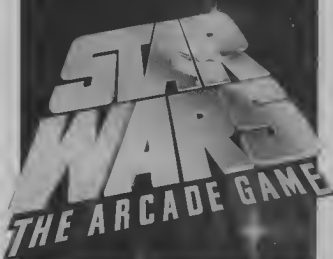
A long time ago in a galaxy far away the great gamester Atari decreed that there should be a games machine called the VCS. It would have a cartridge port and two joysticks and would be dedicated to playing games. Atari's machine was a great success — but at last time and other computers caught up with it and the poor old VCS became a bit of an antique. But people still enjoyed playing games on the machine — and some companies still produced cartridges for it.

And that's where *Computer & Video Games* comes in. Together with our friends at Silica Shop we've come up with a competition exclusively for Atari VCS owners. We've got 10 copies of the arcade classic *Star Wars* game conversion for the Atari video games machine.

All you have to do is answer the simple questions based on the *Star Wars* movies, fill in the coupon and send it to *Computer & Video Games*, Atari Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal C&VG competition rules apply and the editor's decision is final. Closing date for the contest is March 18th.

Silica Shop have a whole range of new games available for the VCS, including *Star Wars* and *Gyuss* from Parker Brothers, plus a new range of games for a German company called Gakkan, who have licensed some Konami arcade titles for the VCS. These include *Pooyan* and *Strategy X*, a tank battle game. Watch these pages for more details of these new games. Meanwhile, if you've got a VCS, put your brain in gear and enter our competition. You won't regret it!

ATARI EXCLUSIVE



THE QUESTIONS

1. What were the rebel space-craft which attacked the Death Star in the first *Star Wars* film called?
2. What are the odd furry creatures who helped Luke Skywalker and his friends fight the Empire forces in the latest *Star Wars* film, *Return of the Jedi*, called?
3. The actor who plays Luke's friend, Han Solo, in the *Star Wars* films is also well known for playing another hero in other action-packed adventure films. What is the actor's name and what is the name of the character he plays in those other movies?

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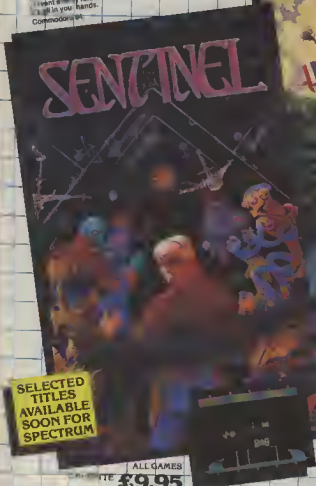
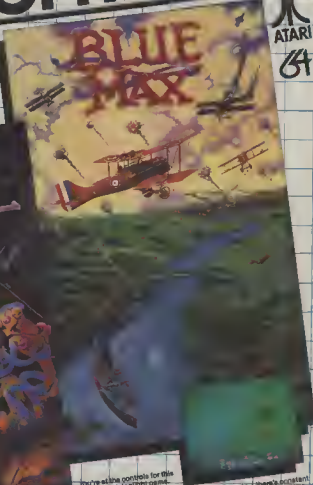
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FIGHTING FANTASY RESULTS

Way back in November last year we asked you to come up with some monster ideas. And you did just that. Hundreds of horrible aliens, nasty space barbarians and assorted evil creatures invaded the C&VG offices in search of prizes like 20 copies of the *Forest of Doom* Adventure game for the Commodore 64 and 50 *Fighting Fantasy* books for people who don't own a 64.

Here we present just some of the many entries we received for our Fighting Fantasy Design a Monster competition. Our readers never cease to amaze us with their many ideas and considerable talent! Sorry we can't reprint more of the many great drawings you sent us — but the rest of the winners will be receiving their prizes very soon. A full list is available from the C&VG office.

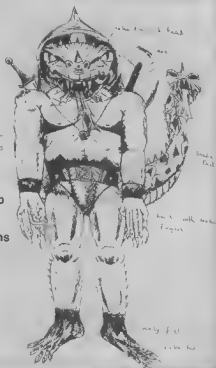


Above:
Stuart Cowap



Right:
Chris Williams

Left:
Rufn Mills



SUPER LITTLE
BRAIN EYES

BEADY EYED GORGONZILLUM

UGLY BARK
HE

34 2584T
ONE SHOT
POKE
TONGUE

SOME CREATURES HE CAN CHANGE INTO

The Beady Eyed Gorgonzillum has many qualities. His best habit is turning into pathetic looking creatures, and he also has the ability to travel at 178 2 mph (playing that is). Also can become invisible.

① BOLD EAGLE (POWER: DESTROY NG PEOPLE)

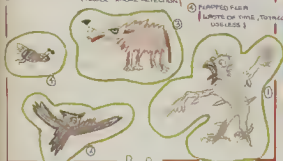
② BARTY BARTALUM (POWER: RADAR DETECTION)

③ SUGGESTY

(POWER: SUGGESTING)

④ PLANTED FEAR

(WASTE OF TIME, TOTALLY
USELESS)



Paul Brown

Paul Brown



Peter Siltson

Above: M Azhar

Below: Timothy Eggleton



It all started early in 1984, just after I'd moved in to my new lab/games room extension. I'd decided to have a mural done all down one wall of lots of llamas. The artist who came to do the painting brought lots of source material featuring my favourite beasts, and in one magazine was an article about someone who'd been to Peru, the very centre of camelid territory, for a holiday.

As any follower of my game style will doubtless know, I have long been a fan of llamas and Peruvian stuff in general. It had often seemed to me to be a good idea to actually go there, but I didn't think that many people ran tours there. There couldn't be very many llama freaks in England wanting to go.

Luckily for me there are a small number of firms specialising in unusual trips abroad, and it was with one such firm that I booked a 15-day tour of Peru. There are only two or three trips per year and the one I picked coincided with the PCW Show. So in due course I shouldered my bag and left Olympia headed for the tube, Heathrow and subsequently Peru.

The flight was gruelling to say the least. From London (where I had a final few games of *Galaga* at the airport, needing a final fix of video games before departing for unknown territory) we went to Madrid where we waited three hours in the airport. Finally boarding the Iberia jet at 2:00 in the morning, there followed an exhausting 18-hour flight with stops at Puerto Rico, Bogotá, Ecuador and finally Lima. After such an ordeal you never, EVER want to see another plastic tray of airline food as long as you live!

We staggered off the plane but I cheered up as we queued for Immigration, because over Passport Control was the symbol of the Peruvian national tourist board — a vicuña (like a llama but smaller and more delicate).

After stashing the bags at the hotel I set off for a wander around the capital city of Peru. A short distance up the road was the Bing Bang Arcade, a fairly dingy but adequately stocked place (*Defender*, *Sega Turbo*, *Scramble*, *Time Pilot*, plus a few others).

There were masses of shops selling model llamas, llama rugs, jumpers, hats, scarves, even gold and silver llama jewellery, pottery llamas, llama bells even llama matches! In the main square is the cathedral (very ornate) and some of the main Government buildings, patrolled by guards toting sub-machine guns, and also a water cannon (which they didn't like my taking photos of).

Whilst in Lima we toured some of the most interesting museums,

including the famous gold museum which contains an immense private collection of Inca gold (yes, there WERE gold llamas there ...) and tried some of the Peruvian food.

After a couple of days in the capital, we left to tour some of the other parts of Peru. First on the agenda was Arequipa, the second largest city and situated in a beautiful setting beneath a conical volcano (like Mount Fuji, the one you see in the background of *Pole Position*). After Lima which was interesting but a little dingy, Arequipa was very refreshing. The mountain air (this was about 8000 feet) was clear and the sun warm and bright. We explored the city on foot (the best way, I might add, to explore any city) and it was here that I first drank Inca Kola! This amazing drink is as big as Coke out there — they have huge adverts all over the place and even on the radio. Mind you, it is nothing at all like Coke — it's yellow for a start and tastes like ice cream soda but a bit tangier. It's ace! I drank gallons of the stuff out there and sorely miss it now!

Close to Arequipa is the Colca Valley, an amazing place little known outside Peru. Within the Valley are villages which are being visited for

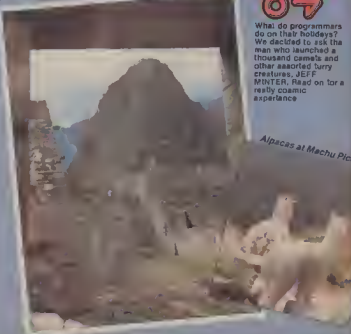
the first time now after 400 years without any outside contact. The Valley itself is the deepest ravine on Earth, being twice as deep as the Grand Canyon in Cruise-Missile-Land...!

After Arequipa we proceeded to Puno, located on the shore of Lake Titicaca, the highest navigable lake in the world at around 13,000 feet. At this height we all learned the "high altitude shamble", a slow, lazy walk you have to adopt if you're going to explore — there's only two-thirds as much oxygen in the air as there is at sea level and too much exertion is very tiring. Many of our tour group developed headaches and sickness and some had to be given oxygen (available free on demand in all the hotels), but I was OK, probably because I'd been doing regular running for a few months before the trip to prepare for the high altitude.

Here we visited the descendants of the Uros Indians. These people actually live on Lake Titicaca, on incredible floating islands made of reeds. We visited an entire village floating on such an island, which was weird. The ground undulates under your feet, and one fat German actually put his leg right through the

THE CAMELID TOUR '84

The Lost City of the Incas, Machu Picchu.



What do programmers do on their holidays?

We decided to ask the man who launched a thousand camels and other assorted furry creatures. JEFF MINTER. Read on for a really cosmic experience.

Alpacas at Machu Picchu

island into the foul-smelling ooze beneath (yak yak!). There was even a floating school on the island... can't be many of THOSE in the world!

Also in Arequipa I encountered a flock of alpacas (like sheep built on a llama framework) which lived around our hotel. Most of them were friendly (as were nearly all the llamas and alpacas with which I came to grips in Peru) but there was one alpaca with only one eye who distinguished himself by the ability to spit with unerring accuracy from any angle. Approach him from behind and he'd swivel his head 180° and ZAP!

The locals turned up one day and were vastly amused as One-Eye scored hits on some of the old dears who'd come out to take photos... but I really freaked them out (and One-Eye too, I expect) when I became the first "gringo" they'd ever seen actually SPIT BACK at an alpaca!

After a few days in Puno we took the train to Cusco, the old capital of the Inca Empire. The train journey took about eight hours, passing through spectacular Andean scenery, and I spotted vast herds of llamas from the train windows. Above Cusco we visited the vast Inca fortifications of Sacsayhuaman, where vast stone blocks which look like they've been cut with precision lasers are formed into enormous

walls. The joints between the stones are so good that even today you can't get a knife into some of the cracks.

We took a trip out to the ruins at Ollantaytambo, a breathtaking journey by bus through the Sacred Valley of the Incas. Some of the photos I took from that bus look like they were taken from a 'plane window. All the while I was listening to Pink Floyd on my Walkman, and the combination of amazing scenery and music was a freakout. The ruins themselves are more evidence of the fantastic stoneworking abilities of the Incas. Not even the local people there today know how the structures were made so perfectly. By the end of the day my mind was pretty well blown... but the best was yet to come.

From Cusco we left by train to spend two days in the Lost City of the Incas, Machu Picchu (Activision — take note of that spelling!). Although I didn't see Pitfall Harry or his Lost Caverns, what was there was simply brainzapping.

Perched on a mountain ridge between the peaks of Machu Picchu and Huayna Picchu are the remains of a large Inca city. "Remains" isn't really the right word because most of it is still there! The setting is truly awesome with steep drops all around and Inca terracing in the most amazing places. The whole place has the most incredible atmosphere about it. I'm not normally a freak for ruins and chills, but sitting in this incredible city watching the sun go down was just too much.

I got up early next morning to climb the trail up Huayna Picchu, about 1000ft above the ruins. The climb was fairly heavy in places, and occasionally you'd glance over the edge of the narrow trail to look down a 400 foot vertical drop... but when

you finally emerged, up a wooden ladder, onto a circle of large stones right at the summit, it was worth every penny of the afaire just to sit there.

Once you'd got over the stage of hanging on and swearing, you'd begin to appreciate the view. Looking down through the clouds below you, the ruins of Machu Picchu lie a thousand feet below... and all around near-vertical drops right down to the valley floor. I sat there for about an hour, not saying anything, just a total freakout high.

That hour was one of the most amazing experiences I've ever had. I didn't ever want to come down, but unfortunately time, tide and Peruvian trains wait for no man, and I had to return to planet Earth.

That was the climax of the trip and after Machu Picchu we returned to Cusco and from there to Lima, ready for the journey back home. Returning to Catwick and sitting on the cold, windy platform waiting for a train to take me through the pouring rain to Reading, it was difficult to believe it had ever happened. It was like being on another planet.

In this short summary I can't hope to have described even a tenth of the things I saw and experienced. The whole place, with its Inca and pre-Inca remains and amazing mountain scenery is far too big to even begin to appreciate in just a two-week package tour. I intend to return, in 1985, with a backpack and hike around, spending at least a month there. And think of all those llamas!!

It was certainly the best holiday I ever had, and two weeks in Peru are worth an eternity on the Costa Brava, believe me. I returned to England laden with llama gear and two litres of Inca Kola (which has since run out), the idea for my next game, a refreshed brain and a burning desire to return.



Walls at Sacsayhuaman.

Jeff on a reed boat, Lake Titicaca.



View of Machu Picchu from the top of Huayna Picchu.

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- 3) P Hutton, Brackley, Northants 10,244,120
- 4) Richard Douthwaite, Hyde, Cheshire - 1,549,048
- 5) Uther Mahmud, Colindale, London 5,020,183

ELITE

- 1) Anthony Raper, Porthcawl, South Wales - (Elite) 301,413
- 2) Jonathan Stephens, Gillingham, Kent - (Elite) 58,000
- 3) Tim Everest, Banstead, Surrey - (Deadly) 95,973
- 4) Ben Howard, Heston, York - (Deadly) 73,195
- 5) Graham Peel, Lonswood - (Dangerous) 114,008

HALL OF FAME

Name

Address

T-shirt size sm ☐ med ☐ lge ☐

I scored

Time taken

Game

Computer

Witness's signature

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your hi-scores have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike* - the space game with a difference from The Edge - Acornsoft's *Elite*, a very sophisticated trading game and Micro-Gen's *Pyjamarama* - a sort of Jet Set Willy!

DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,997 high score on *Diamonds*. English Software's other big game - *Jet Set Jack* for the Atari computers and 64 - will now replace *Diamonds* in Hall of Fame.

JET PAC

Fly Jet Men around the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and T8000s from Atari Inc.

MANIC MINER

The zany 20-screen climbing game that introduced Miner Willy.

JET SET WILLY

What Miner Willy did next. This time there are 60 screens.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system.

ZALAGA

Splendid arcade clone for the BBC.

SABRE WULF

Similar to *Alien* but twice as tough and thrice as prilly.

PSYTRON

Beyond's first big hit for the Spectrum. The *Psytron* is a computerised defence system for the planet Zeula 5.

ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE

The Edge promises a gold BMX bike to the highest scorer on their new game.

JUMP CHALLENGE

Eddie Kidd's brand new computer game which features buses, barrels and bikes. Even Eddie found it difficult!

PYJAMARAMA

Wally slips into a nightmare - and into C&VG's Hall of Fame.

PARSEC

- 1) Daniel Mitchell, Wigan, Lancs - 12,720,400
- 2) Guy Betts, Farnborough, Hampshire 9,463,500
- 3) Mark Hamilton, Co. Sligo, Eire - 403,100



SABRE WULF

- 1) D. Britz, Abergavenny, Gwent, Wales 9,636,945
- 2) Jonathan Lock, Bromley, Kent 499,630
- 3) Jens Chr Skytte, Vanløse, Denmark 442,005
- 4) Stuart Giblin, Manchester, Lancs 433,420

ATIC ATAC

- 1) Graham Peters, Billerica, Essex 5,629,796
- 2) Gary Watts, Bishopstone, Hereford - 1,724,605
- 3) Carl Thomas, New Ferry, Wirral 995,003
- 4) D J Murray, Densmore, Uxbridge - 985,833

PYJAMARAMA

- 1) Andrew Gill, Plymouth, Devon 100% (6,851 paces)
- 2) Ewan Burnett, Abercraze, Swansea 96% (6,286 paces)
- 3) Oliver Duke-Williams, Woodhouse, Notts 96% (5,532 paces)
- 4) Douglas Nolan, Rosendale, Lancashire - 94% (4,851 paces)
- 5) Richard Padmore, Dymock, Glos - 92% (3,445 paces)



STARBIKE

- 1) Scott Marrison, Hayes, Middlesex 393,180
- 2) Steven Routledge, Hayes, Middlesex - 246,385
- 3) Tim Peggs, Scarborough, Lancs - 424,400

JUMP CHALLENGE

- 1) Jason German, Ditch Green, Kent - 33 cars (88C/Electron)
- 2) Craig Billington, Birkenhead, Merseyside - 25 cars (Spectrum)

PSYTRON

- 1) Clive Richards, Monkton, Pembrokeshire - 254%
- 2) Stuart McIntosh, Bishopscraggs, Glasgow - 248%
- 3) Clive Richards, Monkton, Pembrokeshire - 206%

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Value: Is the game really worth all those pennies? How long will its attraction last? Is it worth going without Computer & Video Games for a month because your parents won't give you any extra pocket money — or could you write a better listing?

continued from page 26



R·E·V·I·E·W·S

LODE RUNNER

MACHINE: Spectrum joystick or keyboard

SUPPLIER: Software Projects

PRICE: £9.95

It seems only right that the company who brought you the all time classic English platform game in the shape of *Manic Miner* should now be bringing

worked them out you can start designing your own and save them to tape using the games' neat user-definable feature!

Lode Runner rightly has a great reputation as a quality game — and this Spectrum version is no exception.

● Graphics	7
● Sound	8
● Value	8
● Playability	8



you the all time classic American platform game — *Lode Runner*.

Ignore the graphics — they can't be described as the best ever on the Spectrum — just play the game!

The scenario goes like this: You are a highly trained galactic commando on a mission to recover a fortune in gold from a power hungry bunch of empire builders. The gold is hidden in an underground treasury packed with mysterious passageways designed to baffle would-be robbers.

You are armed with a laser-drill which blasts through walls — but you'll need more than brute strength and speed to work out the many ways to the bullion.

If you enjoy platform games then this is the game for you. The puzzling screens — there are 150 of them — will keep you guessing for quite a time. And once you've

AIRWOLF

MACHINE: Spectrum/keyboard or joystick

SUPPLIER: Elite

PRICE: £6.95

Hot out of the Elite hangar comes *Airwolf* — another super-copter in the *Blue Thunder* mould. If you've been watching telly on Friday nights recently you'll know all about the billion dollar helicopter and its pilot, Vietnam veteran, Stingerhawk, who zooms around saving the world and damsels in distress.

Even if you haven't caught up with the series you'll enjoy this game from Elite — who continue their policy of bringing out games based on hit TV shows.

In *Airwolf*, you take on the role of Hawk, who has been given a dangerous mission by his employers, the mysterious

organisation known as the FIRM. Hawk has to rescue five US scientists who are being held hostage in a subterranean base beneath the Arizona desert.

You have to fly *Airwolf* on a series of eight missions rescuing each scientist in turn. Only the destruction of strategically placed control boxes within the cavern will allow *Airwolf* to descend to the heart of the base where the scientists are imprisoned. You have to find them to complete your mission.

You attack the game at *Airwolf*'s base and take off into the enemy lair — where force fields suddenly appear before your copter. You must blast holes in the force

BLACK THUNDER

MACHINE: CBM 64

SUPPLIER: Quicksilver

PRICE: £7.95 (cass); £12.95 (disc)

Tony Crowther's last game for Quicksilver is fast furious and lots of fun!

You control a futuristic car — armed with rockets and trapped on a massive freeway system in a lost city somewhere on a mysterious planet.

The car is being chased by numerous android vehicles out to destroy! There are UFOs, helicopters and tanks to deal with too — plus leopards and guided



shields big enough to allow *Airwolf* to squeeze through and continue the rescue mission.

Background graphics are great — but I felt the representation of the *Airwolf* chopper could be improved. Game play is addictive — and you must move fast to get through those force fields once you've blasted a way through otherwise they close up on you!

I reckon it's Elite's best yet. *Airwolf* is also available on the 64.

● Graphics	8
● Sound	7
● Value	8
● Playability	8

missiles. So you'll get the general idea that there's a lot going on.

The screen display is split into two. The top half shows your car, *Black Thunder*, and its immediate surroundings. Below is a display which shows your current status — lives, ammo left etc. Below this is the crucial plan view of the freeway system. This shows your position plus the oncoming android vehicles and helicopters etc. The action is fast and furious. I found this a bit annoying because I didn't get enough time to admire the great background graphics at the top of the screen without getting blasted!

There's some nice built-in



sound synthesis too — a voice reads out your score at the end of each game and tells you to "Get Ready" as you launch into the next game.

As Tony Crowther has said elsewhere, the game is really a revamped version of *Suicide Express* — but even so it is a good game in its own right.

Graphics are excellent and game action is — well — frantic! Superb fun for shoot out fanatics with quick reactions. The game has 14 levels and 32 screens.

● Graphics	6
● Sound	9
● Value	6
● Playability	9

9 BREAKDANCE

MACHINE: CBM 64/
joystick
SUPPLIER: CBS/Epyx
PRICE: £8.95

Hip-Hop Be-Bop, don't stop! Grab your ghetto blaster and head down to the shopping precinct. It's time to get down to some crucial popping guys!

Yeah! While you are in hospital recovering from that headspin which whacked you out, why not keep up your

Breakdancing on the microl that's really got the juice — the Commodore 64!

CBS have imported this odd little game from the USA — where Breakdancing began. It features four different games based around the Breakdance craze and sets them to an Electro-style

ranks of dancers move closer and closer — *Space Invader* style.

Game three is a real puzzle. You have to arrange dancers in the correct order of moves — and I must admit this one got the better of me.

Game four is probably the best game of the lot —

and attempt to get into the Breakdance hall of fame.

Overall *Breakdance* is a novel game — but I'm sure anyone who enjoys dancing isn't going to sit down in front of a computer to do it! The graphics are nice — but the sound, considering the potential of the 64's sound chip, leaves a lot to be desired.

Documentation is great — and includes a glossary of Breakdance terms and a list of dance moves. Now you need never feel out of place when people start talking about Gyros, Moonwalking and Up Rocking!

Full marks for originality — but I'm not sure who will want to play the game.

● Graphics	8
● Sound	6
● Value	7
● Playability	7

11 INDIANA JONES

MACHINE: CBM 64
SUPPLIER: Mindscape/
US Gold
PRICE: £9.95

Jel! Jel! Jones? Well almost! This new import from the US features the biggest box office hero this side of *Ghostbusters* — Indiana Jones — in a platform game which owes a lot

soundtrack.

The first is a simple "Simon Says" game where you have to follow the dance moves of a computer controlled B-Boy. Game two features the Rocket Crew, a bunch of breakers who move down the street/screen at you — you have to outdance them and make them vanish as the

especially if you get out of breath just watching Breakdancers at work! You can use the menu to create your own dance routine — then record it and play it back on screen. Your little dancer does all the hard work while you sit back and watch!

There is also an option to play all four games in a row

screen instructions are comprehensive and you also get a booklet with the game.

The main screen display shows a representation of the "gridiron" playing area — complete with two teams lined up on it. The centre of the screen is given over to a display of game statistics such as time left, distance still to go for that elusive "last down" etc. Below is the prompt area where the computer asks you to input the two letter instructions to your team and display your opponent's move.

At half time you get a statistics readout which shows how your team is doing.

Great fun for American



Football fans everywhere. If you want more details of the game, check out our review of the Spectrum version in December's C&VG.

● Graphics	9
● Sound	7
● Value	9
● Playability	9

10 AM FOOTBALL

MACHINE: Amstrad
SUPPLIER: Amsoft/Argus
Price
PRICE: £7.95

Now Amstrad owners can enjoy the rough and tumble of the all-American sport much loved by millions of Sunday evening TV viewers. This game — already available for the Spectrum and 64 — is a faithful translation of the real-life game. You can either battle it out against the computer or a friend.

Using a "menu" of defensive and offensive "plays", you have to mastermind your team's victory. On-

R·E·V·I·E·W·S



to the Manic Miner and his pals. Indiana Jones in the *Lost Kingdom* is a platform game with a few frills — like the two player option and the six levels of play.

Our hero has to find his way around the many perils of the *Lost Kingdom* in order to find a priceless lost artifact. He has to solve a puzzle on each of the six screens in order to move onto the next screen and get closer to his goal — and you have to help him.

There are no rules supplied with the game — you simply

12 THE GODS' GIFT

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Ocean
PRICE: £9.95

Enter the world of Greek mythology in this latest game from the team who once worked on another software legend — the mythical and mysterious *Bandersnatch*!

Gift from the Gods, unlike that other game, has actually reached the shelves of your local games shop — and it's

exit from the labyrinth.

The Guardian's chamber is the home of demi-gods who use their powers of illusion to prevent Orestes discovering the right shapes.

The gods have revealed the correct solution to Orestes' sister, Electra, imprisoned by the nasty Clytemnestra within the catacombs beneath the palace. Orestes must seek her help in discovering the correct shapes. Without her he must make his own mind up — and can easily be led astray by the masters of illusion.

Clytemnestra has learned of Orestes' quest and herself entered the labyrinth in order to kill Electra and make her son's task even more difficult. Orestes must protect Electra as well as seeking the shapes. All the time his strength is ebbing away — although he can discover the waters of life dipping from the roof of

as 'markers' in the catacombs. But beware, the evil Clytemnestra has a nasty habit of moving them around.

Orestes is also assisted by 'messages' from the gods which appear at the bottom of the screen.

The animation is excellent. Orestes moves smoothly and all graphics are completely flicker-free. The monsters our hero discovers in the labyrinth are stunning. Watch out for the three-headed serpent and the horrible pile of animated skulls!

The game includes an 'intelligent' joystick feature — which basically means that it's much easier to move Orestes around. You don't need to mix both keyboard and joystick — or end up struggling to work out which control will get you out of a tight corner when your energy is rapidly being drained by a nasty monster.

Documentation is good and



have to act as Indy would in the same situation. Or so it says in the blurb that goes along with the game.

And solving those puzzles isn't easy. You have to do certain things in a certain way or a certain order before you get to the next screen. It can get quite frustrating.

There are assorted monsters and odd hazards to make life more difficult too.

The graphics are OK but not brilliant and the sound could be better.

Overall a bit of a disappointing game given that it's based on the exploits of such a superhero as Indiana Jones.

a brilliant bit of software. The scenario is taken from Greek legends and stars Orestes who, aided by the ancient Greek gods, has returned to Mycenae to regain his rightful kingdom from the clutches of his evil mother Clytemnestra.

Orestes must fulfil his destiny by trial in the mysterious labyrinth beneath the palace of Mycenae. No man has ever returned from this labyrinth — a series of inter-connecting chambers created by the gods to punish mortals for their misdeeds.

Hidden in 16 spectral rooms are objects known as Euclidean shapes, strange geometric designs based on circles, triangles and squares. Six of these shapes, placed in the correct order in the Guardian's chamber will prompt the discovery of the

certain parts of the labyrinth which restore his powers.

That's the basic theme of this entertaining and intricate game. There are other features you'll come across — like the awesome illusionary monsters — but you'll enjoy finding them out for yourself!

Orestes is armed with a sword a gift from Zeus and also has seven tears shed by Icarus when he flew too near to the sun. These he can use

it includes playing and strategy hints as well as the usual instructions.

If you like *Avallen* then you'll love *Gift from the Gods* — it is great fun to play and you never know just what you are going to find around the next corner!



• Graphics	7
• Sound	6
• Value	6
• Playability	6

• Graphics	9
• Sound	7
• Value	9
• Playability	9



Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room. The C&VG review team don't judge games with their ears plugged up, we can tell you!

13 SPACE RACE

MACHINE: Spectrum

SUPPLIER: Legend

Software

PRICE: £14.95

At last — after all the hype and pre-release fanfare. Legend's *The Great Space Race* is finally out on the shelves of your local software shop.

The packaging as you'd expect, is impressive. The game cassette is lost inside a giant video-style box — and comes with a 56-page booklet which features game details and cartoons, plus a colour poster.

The booklet explains the scenario of the game, which goes like this:

Once upon a time there was a small unvisited planet at the centre of a small unvisited galaxy.

When the first colonists landed they stepped on to a lush green landscape dotted with strange purple plants — plants that looked suspiciously like vines.

Those first pioneers gathered in the purple trail — jumped up and down on it for hours before someone remembered the pulsing machine in their supplies — and left it to ferment.

The first tasting was an historic event which regrettably nobody present can recall — at the end of the day — or week — or whatever — the least incapable businessmen rushed samples of this fantastic liquid to every planet in the galaxy. Their message was simple:

"Sample new product. Price to follow. Delivery to follow. Name to follow."

The product was duly sampled and that was, pretty much, that. People wanted to know the price. They wanted to know about delivery. They wanted to get their hands on it and naming the brew was the least of their concerns.

"Name to follow" didn't exactly roll off the tongue however. And so, in the absence of any better ideas it was simply abbreviated — and Nalot was born.

the start of the game.

You must choose four of the oddly named racers to act for you — delivering the Nalot around the galaxy. Racers like Dos, Vindaloo or Gurm.

Once you have hired them, you have to arm their spacecraft with lasers, missiles and shields. They'll need all this as attacks are frequent — and you may wish to launch one yourself from time to time.

Each arm of the galaxy has its own characteristics which

video "window" also shows the various space stations being visited, space battles between the rival racers etc. At the top of the screen you see a control option window while at the bottom there is a message window — *Valhalla* style.

Dotted around the galaxy are space hulks full of Nalot. But now for the bad news — these hulks are booby trapped. The traps can be defused using special codes which your racers pick on their travels — but you must be sure to note down and use the right code in the right location. If you are to survive an attempt to plunder the cargo.

I found *The Great Space Race* nice to look at — but there just isn't enough to do. As the instructions say, you can actually sit back and watch the game unfold. But when you spend over £14 on a game I think you want a bit more action than that!

You do have to make up second "yes" or "no" decisions and pick the right code to defuse the hulks' booby-traps.

You can't control the space battles (though which I found irritating).

Overall, *The Great Space Race* is a nice looking game but — despite the nice graphics and all that packaging — not really worth the £14 price tag.

● Graphics	9
● Sound	7
● Value	6
● Playability	7



And that's where *The Great Space Race* begins. The idea is for you to take part in an intergalactic Beaujolais race — to get all the Nalot you can to the people who want it in the four spiral arms of the Nalot galaxy.

You also have to watch out for nasty pirates, like Gherges, Kione and Zank. And the equally nasty police force known as PKBs. And the other racers who you failed to hire at the start of the game.

Talking of hiring racers — this is what you have to do at

you learn as you go along. And each of the characters you control have their own distinct ways of behaving — again you learn these as you play.

As your racers move through the galaxy, they send messages back to you — and ask you what to do next. You have to make quick decisions as you only get a matter of seconds to decide what to do.

The graphics are well done. Each character's face is flashed up on screen when he or she is talking to you. The

completely familiar with!

Owners of *Decathlon* will notice a similarity in the basic idea of the game — except that this time all the "athletes" are riding bikes!

Up to four players can take part — a new twist — and bid for a place in the Hyper Bike hall of fame — or you can simply take on a computer controlled opponent in a series of BMX challenges.

PSS say that the bikes behave exactly like the real thing — but I reckon pedalling a joystick is much more difficult!

You really have to work out all the controls before taking part in the events — otherwise you'll spin off your bike.

There are several events to take part in — ranging from ordinary races to obstacle courses. All of which will give

your poor old joystick a *Decathlon*-style work-out.

Overall the game is well presented and the graphics and sound are adequate but how long will these *Decathlon* clones keep their playability value?

● Graphics	8
● Sound	7
● Value	7
● Playability	7

HYPER BIKER

MACHINE: Cbm 64;

joystick or keyboard

SUPPLIER: PSS

PRICE: £7.95

Fans of BMX biking may find this indoor version of their favourite sport appealing — but first you must make sure that you've got patience and a joystick you are

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When it comes to joysticks, value for money can be difficult to assess. Naturally, you want one that's human proof, flexible, accurate and not likely to fall apart — so, to help you in your search, C&VG did a test run to see what you can expect for your money. We found that the most expensive wasn't necessarily the best.

JOYSTICKS WHAT TO LOOK FOR

The Orbis
£19.00 from
Wipe

Trekball £45.00 from Wipe

Aside from working out how much you can afford, decide what you want in terms of design and size — if you have limited desk space, or even no desk space at all, you may need one of the mini versions that is either hand held or stays rooted to the spot by little black plastic feet attached to the base, to stop it slipping.

You may also have figured that most joysticks come in zap-pow colours like red/black, but more variations on the colour theme keep appearing and, more importantly, there is an increasing abundance of

touch-sensitive joysticks, like Cheetasoft's RAT.

RAT, which stands for remote action transmitter, is a nice little gadget that enables you to play games without all those awkward dangling wires getting in the way.

The RAT comes in two parts — the stick itself with a touch sensitive control surface and the receiver interface which plugs into the back of your Spectrum or Commodore 64.

The stick looks more like one of those gizmos you get to work your TV set with — except instead of buttons it

has that touch sensitive pad for direction control and another pad for firing/jumping.

The RAT is fully Kempston compatible and is available for the Spectrum and Commodore 64 at £29.95.

Maidenhead-based company Wico do a selection of traditional-style joysticks priced between £13 and £45, made specially for the CBM 64, Atari and Vic 20. The best one, in my book, is also the cheapest, at £13. Light grey in colour, with a black gear lever and white fire button on top, The Boss looks rather like a vacuum cleaner. However, it will zoom you around arcade games at the speed of light and has decent finger grips for you to hang onto.

Their strangest joystick is the £25 Three Way Deluxe which comes with three different grips. One is a puny oval shape, another resembles an outsize radish which is very difficult to hold and the third is very similar to The Boss.

This last one, again with proper finger grips, is the only one I'd use if given the Three Way joystick as a present. All three are red on a black base and the two fire buttons can be found on the base and grip tops. The selector switch determines whether you use one fire button or both at once and each grip is easy to pull on or off, without being too loose.

However, the price seems excessive unless you really are going to use all three grips — remember you could get an equally good joystick for £12 less. But, to be fair, the thin grip may be good for little kids whose hands can't manage the bigger models.

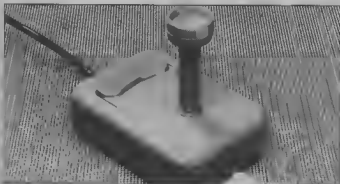
This one didn't work as effectively as The Boss — or, for that matter, the Redball joystick. Despite its name, the latter is a grip-type rather than ball-type joystick and costs £23. Again, there are two fire buttons and a selector switch so you can choose which one you want.

Although you have to wrestle a fair bit with this one, it is accurate. However, there is always the problem of gaming cramp — rather like writer's cramp. It certainly makes you limp-wristed — just as if you'd been trying to twist the top off a new jar of marmalade.

So instead of giving your aching wrists a break and shaking them around periodically, you may care to raid the bank and fork out a whacking great £45 for Trackball.

However, this one was the least reliable of all when tested, with absolutely no results at all. It didn't matter which way you span the ball — you got about as much action as Silent Night.

This offering is visually quite plain, consisting of a white ball in a square



Junior Pro Joystick £5.99 from Kempston.



Above: Redball £23.00. Below Three Way Deluxe £25.00 both from Wico.

box with a red top and one fire button.

Kempston's joysticks inspired both love and loathing. Love was directed at their cute Junior Pro joystick which is red all over and very tiny — great if you have an untidy desk or limited space. It costs only £5.99, and works very well indeed. More attractive than most joysticks due to its miniature features, it's a smart, compact little number which will work on Vic 20, Atari, CBM 64 and Sinclair Spectrums. Like all the joysticks previously mentioned, it has little rubber feet on the underside of its base to stop it sliding around during use and one fire button can be found on the base.

The company isn't kidding when it says this joystick has been designed to combine economy with high performance — the price is unbeatable and shows you don't have to shell out loads of bread in order to

BBC Pro Joystick £16.95 Kempston.



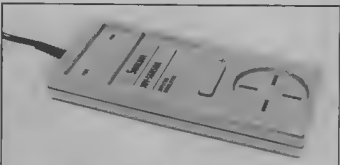
make sure you get a good product.

Meanwhile, on the other side of the fence is the BBC Pro Joystick, also from Kempston at £16.95. Its ugliness is its most interesting feature. Loaded with clashing colours, it looks like a big, square milky bar with two huge red fire buttons on the base, brown grip and black lead.

Also for the BBC is Strike Control, a set of two joysticks from Consumer Electronics at £13.85. These can be hand held or left on a surface and, while they're quite dinky and attractive looking, the duo we tested didn't work at all well. Of the two blue and

white boxes with black switches at the top, only one worked. If there were two of you playing a game, one of you would be right out of luck. However, the one that did work did an excellent job and can be recommended.

From the same company come three more joysticks — Slik Stick, Starfighter and Joy Sensor, all for the Atari, Vic 20 and CBM 64. The first, although it sounds like a make-up pencil or cover-up stick, likes moving characters up or down but has an aversion to right or left. This is a shame, as it is a really smart number,



Joy Sensor from £14.85 Consumer Electronics

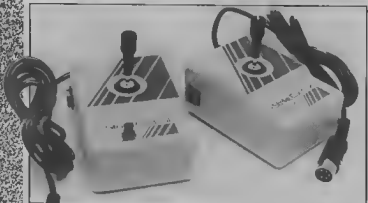
black and orange with quite a sophisticated finish and one base fire button.

This one can also be used on the TI-99/4A but you'll need adaptor model 11050 first.

The £8 Starfighter gave much the same performance, with up or down movement but apparently no left or right. This one also looks quite good, in a mixture of black, silver and orange, but design-wise is not quite as smart as the Slik Stick.

Last but not least, the Joy Sensor seems to have no sense of left or right, either. Thus £14.85 model is a touch sensitive joystick simulator resembling a calculator without any buttons.

But you won't be in luck if you want to use these joysticks on the Commodore C16 — its joystick ports are different from those on the CBM 64 and Commodore expects you to purchase your joysticks from Commodore dealers only.



Strike Control from £13.85 Consumer Electronics

MAKE	FUNCTION	DESIGN	DISTRIBUTOR
	RATING	RATING	
THE BOSS	8	5	COL, OSM 78/21
THREE WAY			
DIADIA	5	4	-
KEOVAL	1	7	-
TRACERBALL	1	3	-
JUNIOR PRO	9	8	KEMPSTON, OSM 1058/3
BBC PRO	8	3	
SLIK STICK	5	6	
STARFIGHTER	5	7	
JOY SENSOR	5	5	
THE RAY	5	5	COSYTHROFT

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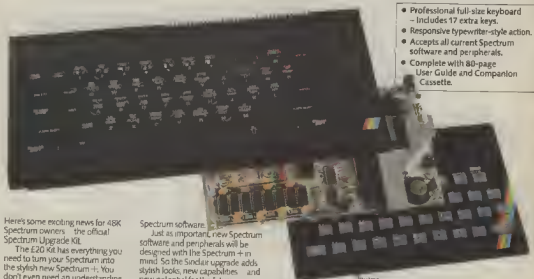
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Here's some exciting news for 48K Spectrum owners - the official Spectrum Upgrade Kit.

The £20 Kit has everything you need to turn your Spectrum into the stylish new Spectrum+. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions.

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The Spectrum+ measures 12 1/2" x 6". It has a large typewriter-style keyboard, with hard, moulded keys.

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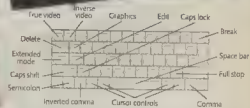
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When ordering the Upgrade Service, send off your 48K Spectrum to the address below, carefully wrapped, together with the completed coupon and appropriate payment. (Please do not return the main adaptor, manual or other ancillaries.) Your upgraded computer will be despatched to you within 10 days of receiving your order.

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SCORE: 00050



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COMPETITION

AFRICAN SAFARI

Hand's up all those who want to go on an African Safari. Yes, I thought so, too many of you. Well only 25 can go, and here they are — the 25 winners of our December competition to win the new Adventure game, *African Safari*:

I Heather, Lewes, E Sussex;
Nils Rudi, Molde, Norway;
Stuart Hurley, Salisbury, Wilts;
Jason Sayer, Wevertree, Liverpool;
Nalin Solanki, Ilford, Essex;
R J Malkin, Newcastle;
Stuart Crump, Sutton, Surrey;
Michael Seddon, Holland on Sea, Essex;
D Fenner, Bexhill, E Sussex;
James Dick, Potters Bar;
Darren Campbell, Southport;
Gozlan Philippe, Alfortville, France;
S Bateman, Middlesbrough;
Richard Douglas, Burchington, Kent;
Bradley Tyrrell, Woodford Green, Essex;
D Jackson, Penrith, Cumbria;
David French, Manchester;
G R Elton, Bromley, Kent;
Richard Bocock, Huntingdon, Cambs;
Jason Hillard, Darlington, Co Durham;
Chris Lewis, Kingsley, Cheshire;
K Flanagan, Burscough, Lancs;
Robert Coles, Warmunster, Wilts;
Paul Meesley, Normanby, Cleveland;
Detlef Wacker, Detmold, Germany.

Remember, the jungle can be a dangerous place, so take care out there!

PETER PAN



Only six people could win the new *Peter Pan* game by Hodder and Stoughton, but, going by the response, everyone wanted to escape to Neverland with Peter and Tinkerbell.

Two of our winners turn out to be doctors which just goes to show we

never lose our fascination for children's fairytales:

Asim Jalees, Abu Dhabi;
Louis Vallis, Gwent;
Edin Egan, Co Kildare, Eire;
Stuart Turvey, Sidcup, Kent;
Dr Karim Kamel, Doha, Qatar;
E C Jones, Coventry.

CROSS-WORD

December must have been a good month for us here at C&VG — the crossword had no problems with it! Even so, we didn't have as many entries as normal — must have had something to do with Christmas being just around the corner. No excuses next time, okay! The first three out of the bag won a C&VG "The Champ" T-shirt. They are: Magnus Wedsack, Struckton, Hants; Mr A J Willet, Newcastle-upon-Tyne; and C J Wilkes, Mitcham, Surrey.

ACTIVISION MSX

Cong by the response to our Activision MSX competition, everyone went out and bought an MSX computer — or was it an early Christmas present?

We put up for grabs 15 sets of MSX games, courtesy of Activision who go to:

Mr M Mures, Nottingham;
Richard Hedges, Basildon, Essex;
Andre Bougard, Isle of Wight;
Remco Holst, Amstelveen, The Netherlands;
Lee Joyce, Northolt, Middx;

Peter Thorogood, Kettering, Northants;
Eddie He, Hull, N Humber-side;
Rahael Bari Malik, Slough;
R Morgan, Halesowen, W Midlands;
Lee Farrell, Sunderland, Tyne & Wear;
John Lanyon, Colchester, Essex;
Jenathon Smith, Cheshire;
Christopher Bennen, Brixham, S Devon;
Nigel Johnston, Surrey;
Rudi Maes, Torhout, Belgium.
Hope the rest of you got them as a stocking filler!

SOLUTIONS

JUMPING HARES

G-C; H-C; D-J; F-K; E-K; B-I; A-I; L-J.

SPUDS UP

60 is the high yield by planting at: A8; B2; C5; D3; E1; F7; G4; H6.

SOZZLED SPARROW

The path can be traced by the sparrow changing direction at the following squares:
B8; B5; D5; D9; B9; B7; E7; E3; G3; G5; J8; J9; M8; M7; N7; N4; K4; K1; M1; M3; H3; H5; F8; F7; J7; J8; L8; L7.

SNAIL SWITCH

Carrot; potato; cabbages; leek; cucumber; lemnaces; peas; onions; tomato; celery.

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710 POKESU+15 POKAMA 85 POKAMA+14,331P01
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N.E.X.T MONTH N.E.X.T MONTH N.E.X.T MONTH

DISCOVER THE TREASURE TRAP CASTLE

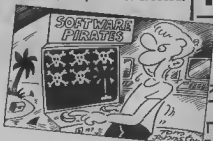
Keith Campbell leaves his mist-shrouded tower and ventures northwards to discover just what is going on behind the thick walls of the Treasure Trap castle. Demons, wizards, barbarian warriors and evil dwarves all lurk within this strange edifice — or so we've been told. Join Keith and his band of Intrepid adventurers on a journey into the unknown in the next issue of *Computer & Video Games*. Plus a second chance for you to win a trip to the Treasure Trap Castle!

Eureka!

Eureka! we've got them! Maps of the colossal Adventure game that has a £25,000 prize tag. Professor Video will be bringing you hints and tips on the game that has captured the imagination of adventure gamers everywhere. Not to mention the interest the £25,000 prize has aroused.

WHO ARE THE REAL PIRATES?

Ahoy there all you software pirates! C&VG has been sailing the high seas in a bid to discover the truth about pirates and the effect they are having on the software industry. You'll be surprised at what we've discovered! It may be that their days are numbered, too. Don't miss April's C&VG, shipmates!



NEWS FROM THE FRONT!

Mike Singleton, the Man from Midnight, will be bringing you the second part of his new computer moderated epic called *Seldon's Game*. Plus his regular *5th Column* feature with news of the latest strategy and war-games to hit the computer battlefields!

PLUS...

... games listings, reviews of all the latest games and news so hot that it burns the printer's fingers. Rush out and grab a copy of C&VG before it grabs you!

ON SALE FROM MARCH 16

N.E.X.T MONTH N.E.X.T MONTH N.E.X.T MONTH

RAPID ROUND-UP OF NEW RELEASES

AMSTRAD	Kuma Amsolt	Fruity Frank Screen Designer Snooker American Football Menic Miner Test Match Pitman Typing Tutor Mr Wong's Loopy Laundry Mulent Monty	CSM	The Hacker Sim Ultron Apple Pia Identity Europa
	Software Projects CRL Amsolt		C16	Malbourne House Games Pack I & II
APPLE II	Rezyal Europe Ltd Sir Tech	Blackjack Rescue Raiders	DRAGON 32	Cable Software Design Design Home Base Rommel's Revenge
ATARI	CSM Parker Broe	Henri Star Wars	ELECTRON ACORN	Acomsoft Complete Cocktail Maker Watch Your Weight Kamil Kaze Zalega Aardvark
BBC	Romik Software Ltd Acornsoft	Holy Horrors Paul Daniels Magic Show 7th Star GO Labyrinth Achaton Duck Acid Drops Gold Digger Extra Bird Strika	IBM	Infocom Suspect
	Firebird		MSX	Lothlorien Level 9 Special Operations Colossal Adventure
			ORICATMOS	Orpheus Severn Software The Hellion Chopper
			VIC 20	Firebird Snake Bite Micky the Brick
			ZX81	Software Farm Z-Tricrator

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Then there's the ancient curse... but what the heck: if it were easy, it wouldn't interest you, Dr. Jones -- would it?

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(F&P included) Tel: 0530 411485

COMMODORE C16 AND PLUS 4

LAS VEGAS



MOON BUGGY



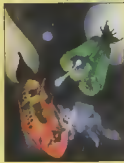
FLIGHT PATH



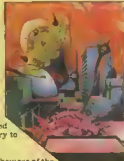
ZODIAC



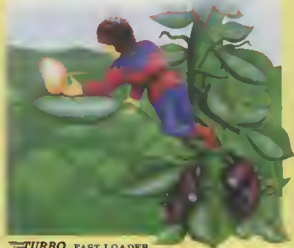
3D TIME TREK



SKRAMBLE



OUT ON A LIMB



TURBO FAST LOADER

LAS VEGAS Las Vegas brings all the challenges of a deluxe arcade fruit machine direct to your fingertips. Many exciting features include: gamble, cancel, collect, nudge and number options, with a three row display and maximum payout of £65.

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ZODIAC This is an enthralling arcade adventure in which the evil powers of hell have scattered the signs of the Zodiac in the four hundred chambers of the abyss. Struggle to collect these signs and at the same time try to annihilate everything in your way. How long can you stay alive?

J.S. or K.B. C.16 £29.95

PETCH Race Patch around the screen, moving ice blocks to alter the maze, however, beware of the nasty monsters who are constantly chasing Patch as you attempt to collect the bonus cherries. Also if you can touch the edge of the maze the monsters will suddenly burst into flames, but look out they'll soon be back!

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MOON BUGGY You must skillfully manoeuvre your jumping patrol vehicle over dangerous moon craters as well as large boulders and cunningly placed mines. Not only this but avoid the hovering alien spaceship as it bombards you from above.

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3D TIME TREK As sole survivor of the planet 'Corilhan' your quest is one of anger and revenge. The starship you are flying is full of the latest inboard computers and extra powerful sensors. Also included are full 3D graphics, to add unbelievable realism to this fantastic journey through time itself, and beyond.

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SKRAMBLE Earth has been overrun by the Cobrons and its up to you to battle through the six ferocious and testing sectors. Adversaries include meteors, UFO's and deadly fireballs. Fly through an armoured city, then an elaborate maze and finally the command base itself.

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FLIGHT PATH Flight Path is without doubt the best flight simulator on the C/16 and Amatrak. The many elaborate features include: Altimeter, flaps, directional headings, crosswinds, fires, ground warning lights and reverse thrust to name but a few. Also included are smooth graphics as you take off, cruise over mountains, and land once again.

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OUT ON A LIMB This is a fantastic and in parts outrageously funny game. Based on the fairy tale of Jack and the Beanstalk, Out On A Limb is full of the most strange and eccentric characters you are ever likely to meet. Firstly, climb the stalk and jump onto the clouds, then enter the giant's castle searching for treasures. However, watch out for vacuum cleaners, musical notes, televisions and potted plants, all of which chase you round the many and elaborate rooms of the castle. Once the treasure is collected the single exit will be opened, and then...

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Alice IN VIDEOLAND



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Join Alice in her journey through Videoland - an enchanted place populated by strange creatures such as bread-and-butterflies and pipe smoking caterpillars, where little girls change size and flamingos turn into croquet mallets!

Alice in Videoland is a revolutionary new concept in entertainment for the Commodore 64, incorporating some of the finest graphics ever seen on any home computer, accompanied by a charming musical score. There are four different game scenes involved, and your performance in earlier ones will affect your ability to get through later ones and determine your eventual total score.

Scene One - Stunning title page graphics give way to the first game scene as Alice falls into the rabbit's warren. Score points for collecting the objects to be found there - including keys to open doors, bottles to make her smaller, cakes to make her bigger!

Scene Two - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rocking-horse flies that change into the balls used in the croquet game in the last scene!

Scene Three - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your White Knights!

Scene Four - The most bizarre croquet game ever! Help Alice hit the balls through the playing-card-soldier hoops before the Queen of Hearts stomps on them!

Alice in Videoland is available for the Commodore 64 on disk - £12.95, and now on cassette - £8.95

Alice in Videoland features graphics created with the Koala Pad

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